MAGAZINE OF THE YEAR

MEGA MACHINES SEGA

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02
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WITH "ROAD RASH II" AND "LOTUS TURBO CHALLENGE", YOU CAN PLAY HEAD TO HEAD WITH YOUR DEAR OLD DAD.

So the good news is that Road Rash II™ and Lotus Turbo Challenge™ are designed for two players to race against each other on the screen.

The bad news is that the old man thinks he has what it takes to give me "a driving lesson".

Leaving him to eat dust on a desert highway, ought to convince him otherwise.

Call the EA Hint Line!

For the latest news call the EA Information Line 24 hours a day, 7 days a week **0839 106000**

John Madden Football Tips (all cart versions)/John Madden Football Passwords (original Sega ver

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Road Rash II is even nastier than the original, your rivals more underhand and their weapons more lethal. And the prize money is higher to buy nitro-equipped superbikes.

Happily the rules haven't changed a whole lot.

There still aren't any.

And if dad is expecting Lotus Turbo Challenge to be more sedate, he better think again.

This is a frighteningly fast duel between either Lotus Elans or Lotus Esprits through eight terrifying stages and 60 timed check points.

And the sort of atrocious weather conditions that would encourage a polar bear to stay in and watch TV.

Real arcade stuff!

So come on dad, make my day!

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Bulls v. Lakers (Sega) 0839 106001,
Bards Tale III The Immortal (hints) 0839 106003,
Might & Magic (Sega) Kings of Power (Sega) 0839 106005.

...ly called. All information correct at time of going to press, but may be subject to change without prior notice. Service provided by Telecom Express, P.O. Box 181, London W1V 9LD.

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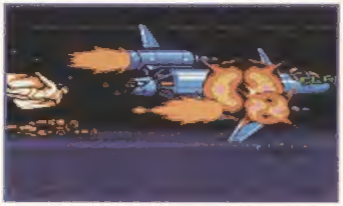
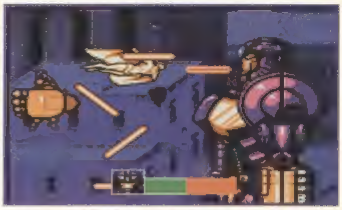
▲ *Alien 3! Reviewed on Gear!*





▲ *Fun combat for one or two players: Captain America and the Avengers. Reviewed this issue.*

▲ *Toxic Crusaders reviewed in full somewhere in this very issue.*

▲ *Outlander combines Mad Max with Road Rash! But is it any good?*

REGULARS

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Rich informs you let about a very important matter, and the deepest shame of each staff member is exclusively revealed as only we can.

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YOB's high-scoring heroes are revealed once more. Look out for the new Jimmy-Chin section as well. We had a good laugh at that one.

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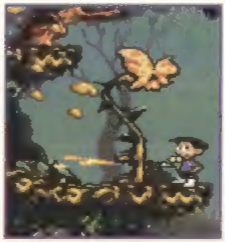

▲ *Mick and Mack: the cool Global Gladiators!*

WHODUNNIT

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SPECIAL THANKS TO: Electrocoin, for lending us the Fatal Fury II, Viewpoint, Street Fighter II and Art of Fighting PCBs (amonst others). Aren't they nice?

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RICH'S FINAL BIT
Well, almost Final any way. Just got Next Month to do and that'll be that. Hurrah! Another issue out of the way. Still, I can't muck about here all day, I've got work to do AND another issue of MEAN MACHINES for you lot next month. Still, that's life eh?

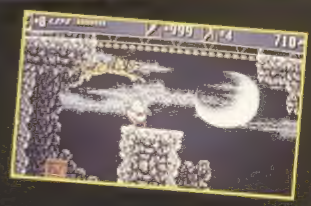
EDITOR

LAST TRAIN TO RANT CENTRAL

A lot of you may be wondering how Sega's new review policy has affected **MEAN MACHINES SEGA.** Basically, this policy means that if we're to review any Megadrive games being released by Sega themselves, we have to travel down to the Sega offices and take a look at the games "on the spot", as it were. Unfortunately, for some magazines, this situation is proving to be too much of a strain and in their anger, they're lashing out, unfairly, at Sega Europe and magazines who are trying to work with them.
First of all, let me just point out that this new policy is not the decision of Sega Europe. It was forced upon them by their bosses at Sega of Japan outraged at unauthorised copies of Sonic the Hedgehog II allegedly leaked by a magazine in the UK onto the pirate bulletin boards (places accessible via 'phone lines where pirates can download illegal copies of games). Now, no copies of any Megadrive game can leave the Sega offices at all.
Hopefully, this new situation won't be in effect for too long. The review policy was occurring all over the world, but apparently American magazines are back to reviewing Sega games as normal. I hope that Sega of Japan extend this decision to the UK very soon.
This new reviewing situation is something of a pain, but I don't want any of you to think that the strict **MEAN MACHINES** reviewing standards are being compromised in any way.
Contrary to what you may have been told by other magazines, we have *as much time as we want* to produce the accurate and in-depth reviews which were instrumental in **MEAN MACHINES** being awarded the prestigious Magazine of the Year trophy by the leisure software industry. What's more, since we're only situated a few miles from Sega's offices, it's easy for us to return and test a game again in terms of lastability.
Also, just because a Sega representative is present when we play their games *in no means restricts us when reviewing their products.* In fact, it's thanks to Sega personnel like Warren Bouchier, Mark Maslowicz and Tony Takoushi that we're able to bring you any official Sega reviews at all. To suggest that they pressurise us into giving Sega games brilliant marks — just by being there — is ill-advised and totally unfair.
By now, you've probably played some of the games that were fuly reviewed when Sega first brought in this policy — Ecco the Dolphin (97%), Shinobi III (88%) and Streets of Rage II (94%) to name but three. Having played these games, amongst others, even more since we reviewed them, we stand by these marks and hope you agree with them too. Let me know what you think.

Oh and before you all start ringing to complain that the Level Select listed in tips for Sonic II is actually the select for the first Sonic game, don't bother — we already know!!! Technical error I'm afraid folks. The correct version will hopefully be printed next month — hold your breath till then!

RICH LEADBETTER



RIAL

JULIAN "THE SLEEPER" RIGNALL

"There was this kid I used to know but didn't particularly like who, nevertheless, decided he was going to be my friend and visit my house. Unfortunately, he had a seven mile bike ride and the day he chose to visit the weather was atrocious. As I saw his bedraggled figure approach, I went and hid upstairs, leaving him shivering on our doorstep," relates a normally shameless Jaz. "Imagine my surprise when he didn't turn up for school because he had caught the flu. Oops, sorry!"

CURRENT FAVE GAMES:
STREET FIGHTER CHAMPION EDITION, ROAD RASH II, PGA II

RICH "COULD IT BE TRAGIC" LEADBETTER

With ears still ringing from last night's "Take That" gig, the tank-topped Rich tells us he has nothing to be ashamed of. In fact, he was so appalled that his integrity was being questioned that he went off in a big sulk to play his latest Kriss Kross and Dannii Minogue CDs!

CURRENT FAVE GAMES:
STREET FIGHTER II CHAMPION EDITION, PGA TOUR GOLF II, STREETS OF RAGE II, ECCO

LUCY "MOHICAN'T" HICKMAN

"I would like to take this opportunity to publicly apologise to my ex-boyfriend. Thing is, he probably wouldn't be my ex-boyfriend had I not tried to improve his image by cropping his towering, foot-tall Mohawk down to an inch-high patch of raised stubble — a bit like that guy out of top band 'Take That'. Sorry!" confesses the immaculately cropped Lucille.

CURRENT FAVE GAMES:
STREETS OF RAGE 2, COLUMNS

OZ "ROBO-SOP" BROWN

Like Rich, resident Reservoir Dog, Oz, reck-ons that he too has lead a totally shame-free existence. We remember a time though, when, after a protracted shandy drinking session, a tired and rather emotional Oz had to be bundled into a cab. When he was asked where he lived all the boy Brown could recite were Robocop's prime directives. Much to the amusement of the chirpy cockney cabbie, no doubt. Shame on you Oz!

CURRENT FAVE GAMES:
STREET FIGHTER II, ART OF FIGHTING

ANDY "CASUAL BRUTALITY" MCVITTIE

"The thing I still feel guilty about is the time when I was a nipper and we had been given compasses to play with in class. Next thing I new I was sticking the pointy end into this lardy kid's fat arse. Alas, the teacher didn't see the funny side and it was me who ended up with the sore rear end. Ooyah!"

CURRENT FAVE GAMES:
CHAMPIONSHIP PRO AM, WORLD OF ILLUSION, ECCO

RADION "TREE SURGERY" AUTOMATIC

"Traditional values have always been held in high regard at our school and nobody upheld these traditions more than me and my mates. One such tradition was "treeing". This involved three of us grabbing a first year by the arms and legs and running him, groin first, into a tree," confesses Rad. "I suppose I should apologise to all the first years who had the misfortune to meet with this tradition." MEAN MACHINES takes no responsibility for damage to first years as a result of this article.

CURRENT FAVE GAMES:
SUPER KICK OFF, ECCO, MICRO MACHINES, STREETS OF RAGE II

ANGUS "TASTE" SWAN

Gus confesses that his greatest shame is his record collection which includes the likes of Iron Maiden's "Powerslave" . "I was into heavy metal for about two minutes and only played it once," he whines pathetically. "Nowadays I only listen to East 17 and other such "hard" dance acts," he concludes proudly. Hmmm!

CURRENT FAVE GAMES:
ECCO THE DOLPHIN, RAMPARTS, STREETS OF RAGE II, GEMFIRE, DEFENDERS OF OASIS

PAUL "ET" DAVIES

"When I was a lad, I told my mate that I'd seen a UFO land on our playing field. Blow me if he didn't bring his Mum down who insisted I show her the marks. Luckily, there were some scorch marks that I attributed to the fictional Alien visitors. His Mum now spends all the child benefit travelling the country looking at crop circles and chanting and stuff. Sorry Mrs Williams!

CURRENT FAVE GAMES:
THUNDERFORCE IV, DEVIL CRASH, ECCO THE DOLPHIN, GHOULS 'N' GHOSTS, ALIEN III, SPEEDBALL II

DAVE "KAKA" KELSALL

"I once caught this kid coming out of the bogs after he'd just cacked his pants and promised I wouldn't tell anyone if he gave me all his sweets," recalls Dave wistfully. "So I took his sweets and told the whole school anyway. They still call him "Cacker" to this day. Sorry!"

CURRENT FAVE GAMES:
ECCO, SHINOBI III, PGA II, STREETS OF RAGE 2, BIO HAZARD BATTLE, THUNDERFORCE IV

TOM "FREDDY" COX

"I was round at a mate's house and decided to see what would happen if I put his Dad's prize antique thermometer in the fire," says Tom of his guilt-related experience. "Interestingly enough, it broke spilling all it's highly poisonous mercury contents. So I made sure no-one was looking and replaced it. I hope they haven't all got mercury poisoning or anything!"

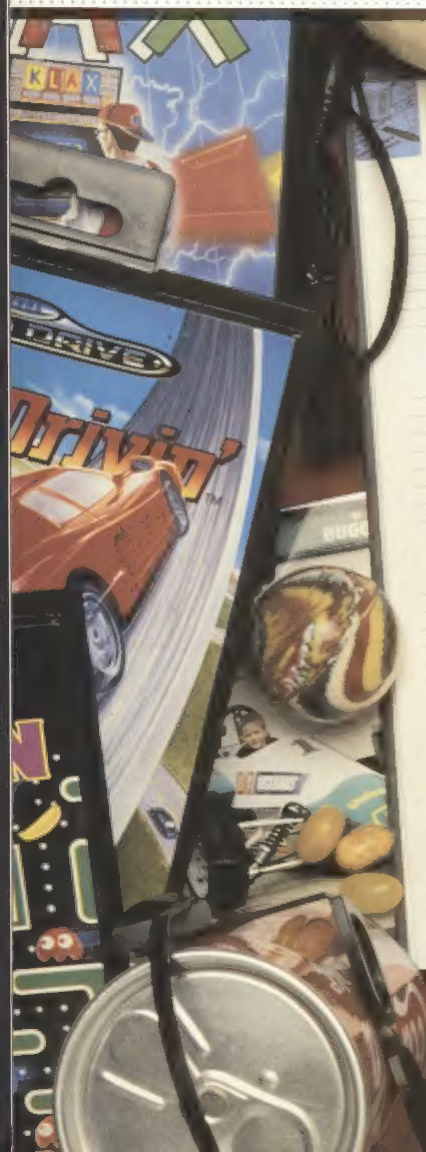
CURRENT FAVE GAMES:
BIO HAZARD BATTLE, PITFIGHTER, ROAD RASH II

FRASER "MISTER GRAY" GRAY

Fraser tells us that the only thing you should regret is rejecting friendship when it is offered. Good point... We're sorry Tom from Megatech!

CURRSHT FAVE GAMES:
ECCO, BIO HAZARD BATTLE, SHINOBI III, STREETS OF RAGE 2, DEVIL CRASH

THE SECRET DIARY OF A SEGA PLAYER...



MONDAY

MUM DRAGGED ME OUT OF BED, GOT READY, NO TIME TO MAKE BUTTIES SO GOT MONEY OFF MUM FOR PIZZA, WHICH GOES ON TUB OF SLIME TO HURL AT LORRAINE (UGLY) JENKINS. MISSED WITH SLIME, HIT MR (SLIM) PROBY. GOT DETENTION. AGAIN! GOT HOME CHUCKED BRO. OFF MEGADRIVE. SLAPPED IN 'PITFIGHTER' PUMMELED 'CHAIN MAN EDDIE' INTO THE GROUND DUKKAAA! WENT TO BED

TUESDAY

TORCHED MR. TRIPPS DIRTY WHITE COAT! HE WAS NOT TOO CHUFFED. EXPLAINED IT WAS AN ACCIDENT BUT FOR SOME STRANGE REASON HE DIDN'T BELIEVE ME. ANOTHER DETENTION. AT LUNCHTIME 'FAT BOY' ATKINS O'D ON ICED BUNS, NEARLY HURLED IN THE LANTRIN BUT WE WERE DENIED THE PLEASURE. WHICH REMINDED ME TO PLAY 'PACMANIA' WHEN I GOT HOME (AT LEAST THE DOBSAT HURL!)

WEDNESDAY.

WAITED TOO LONG FOR THE BUS THIS MORNING, NO THANKS TO OUR HIPPY BUS DRIVER, LORRAINE SAT NEXT TO ME (WHAT DOES SHE WANT?) GRAND PRIX TONITE ON TELLY BUT I BET NONE OF THE DRIVERS COULD HANDLE 'HARD DRIVIN' PRACTISED VIGOUROUSLY! CASE THEY NEED ME (SOME HOPE!)

THURSDAY

MATHS TEST (NIGHTMARE)
NO DETENTION (?) GOT HOME, DOG HAD DOMPED ON NEW CARPET, MUM BOOTED IT UP THE BEHIND, THEN MADE ME CLEAN IT UP. THAT DOG HAS TO GO. AFTER SEVETIE HAND WASHING. CHILLED OUT WITH KLAX THAT SCREEN 29 IS A REAL SMEGGER!

FRIDAY.

WEEKEND IS HERE! (WELL AFTER SCHOOL IT IS!) WHY IS IT I HAVE ALL THE NAFF LESSONS TODAY? MIND YOU, GOT 92% FOR MY ENGLISH STORY. (MAYBE MY TEACHER FANCIES ME) DAD'S DOWN THE PUB (SURPRISE, SURPRISE!) MUM'S GLUED TO OZZY SOAPS. SPENT THE EVENING WITH "MS PACMAN" (DID HER + PACMAN EVER GET IT TOGETHER? MMM.. THE MIND BOGGLES!)

SATURDAY.

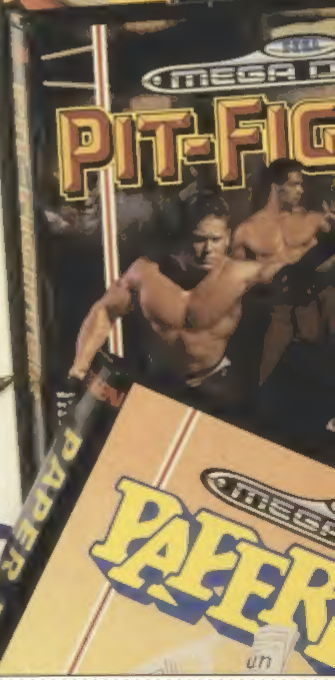
HAPPY DAYS ARE HERE AGAIN! UNTIL DAD MADE ME WASH THE CAR! WENT INTO TOWN WITH BILL + PETE, THAT JENKINS GIRL ON THE BUS AGAIN (MAYBE SHE LIVES THERE?) BILL FINALLY GOT 'PAPERBOY' SO WENT TO HIS HOUSE, FOR A MARATHON SESSION. I NEARLY CRACKED THE ADVANCED LEVEL... WELL ALMOST ?!

SUNDAY.

SEGA BLOWOUT DAY! BILL + PETE CAME OVER, LORRAINE WALKED BY AS I LET THEM IN (I THINK SHE'S MY ANGEL OF DEATH) BEDROOM LOOKED LIKE AN AMUSEMENT ARCADE ACCORDING TO 'MUTHA' ANY WAY! ARGH !! IT'S THAT GIRL AGAIN!

LORRAINE

"FAT" BOY ATKINS.



TENGEN
VIDEO GAMES
SEGA™

NEWS

CAPCOM FOR CD!

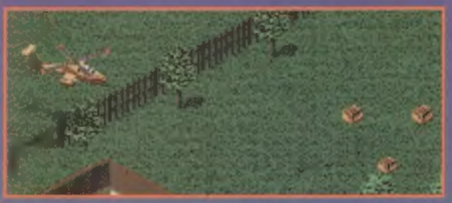
Arcade giants, Capcom, world renowned for their excellent games (including, of course, Street Fighter II), are currently producing a whole host of potentially awesome CD games.

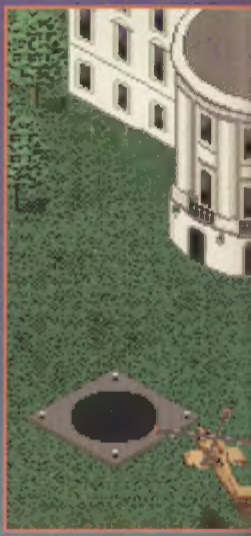
Forgotten Worlds, one of the first Megadrive games, is being updated for the CD, with a graphical and sonic facelift, and hopefully some more levels and more involving shoot 'em up gameplay.

Perhaps the most exciting title Capcom have lined-up is Strider Deluxe. The original Strider is a Megadrive classic — its only fault lying in the fact that there isn't really enough in the way of levels. With around 660 megabytes (5280 megabits!) to play around with, this shouldn't be a problem.

Finally, there's Captain Commando, a two-way scrolling game featuring tons of robots and highly explosive gameplay. Sounds amazing!

STOP PRESS EXCLUSIVE





▲ Here's a shot of your chopper on a night mission.

▲ In this mission, you destroy a motorcade.

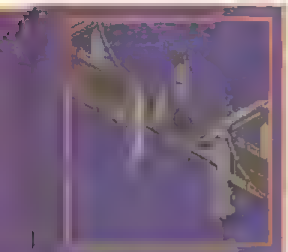
DESERT STRIKE II

THE FIRST SCREENSHOTS

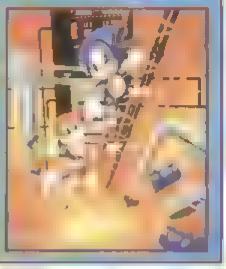
Yes! One of the most phenomenally successful Megadrive games ever, Desert Strike, has spawned a sequel! Unveiled at the Las Vegas CES show, Jungle Strike (as it's known) looks like being THE Megadrive game of the summer!

Jungle Strike has all the fab elements of the original game, but also includes some brilliant new scenarios — including night-time missions, where everything is cast in a sinister gloom. As the name suggests, Jungle Strike is mostly set in the jungle, where your aim is to take out more targets set up by another evil overlord. Overall the graphics look a lot more colourful than the original and Electronic Arts are promising some extra special new ingredients for the gameplay. Excellent eh?

Well, as you can see from these shots, the game is very much in the development stage, but when more details emerge about this potentially blockbusting game, we'll pass them on.



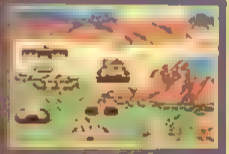
SONIC SPEAKS!



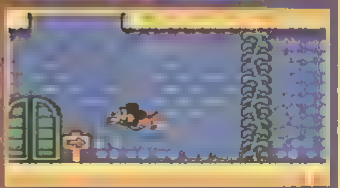
A though you'd think he'd be too out of breath with all that dashing about, Sonic the Hedgehog will actually talk in his CD debut — Super Sonic, due out in March.

Take a look at these brilliant screenshots and you'll see that the basic Sonic layout remains the same. In fact, the gameplay is much the same, but the Sonic Team have utilised the extra memory and facilities of the CD in order to bring you some amazing animated Sonic intermissions and, you guessed it, some stunning Sonic speech! Amazing eh? Well, look out for some EXCLUSIVE pics in the very next issue of MEAN MACHINES SEGA! Hurrah!

STOP PRESS! MICKEY MOUSE II ON MASTER SYSTEM!



Tummy, yummy, yummy, yummy



It's the mouse from Atlantis

NEWS

CUT OR BE CUT

Sega will be forced by law to cut its cart costs if Labour Consumer Affairs spokesman, Nigel Griffiths has his way

Just before Christmas, Mr Griffiths offered console giants, Sega and Nintendo, an ultimatum — cut your costs by January 11 or a Bill will be pushed through Parliament to deal with the alleged "rip-off prices"

But when D-Day dawned and our reporter asked Sega if they intended to meet the cost-slashing deadline, the company claimed they had never heard of any ultimatum

A spokeswoman said "We haven't heard of any ultimatum. We know we are being investigated by the Office of Fair Trade and we are quite happy to co-operate with them. But on top of that I can't really see what else Mr Griffiths can do but wait for the outcome."

But obviously Mr Griffiths thinks differently. He told MEAN MACHINES SEGA, "Legislation to free up this market is now being prepared to put before Parliament."

He said that kind of law had worked well in America (where cart prices are considerably lower) and added that no-one objected to a company making a profit but not when they freeze out the competition.

A spokesman for the Office of Fair Trading merely commented: "It is clear that these companies are incredibly dominant and what we must now decide is whether or not they are using this dominance to distort prices."

The Sega spokeswoman refused to be drawn on whether Sega would lower its prices should the cart prices be found to be unduly high

BOND AGE IS BACK

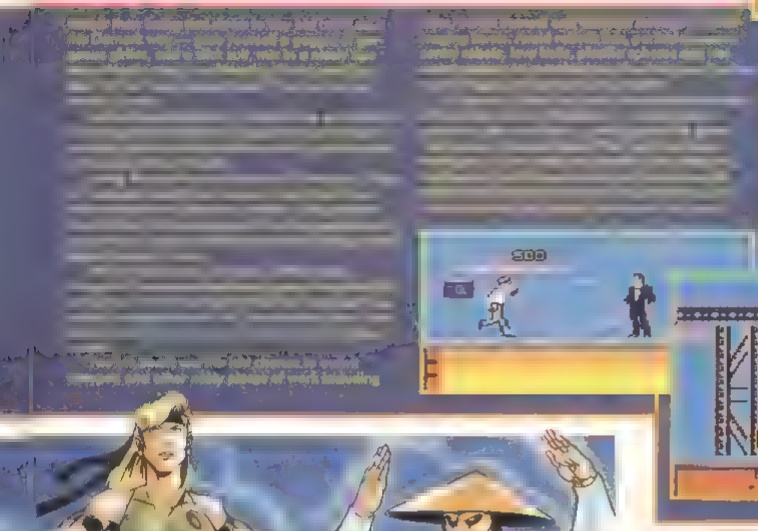
MORTAL KOMBAT!

Currently fighting to knock Street Fighter II from the top, both in America and the UK, is Midway's coin-op, Mortal Kombat

For those of you who haven't seen or heard a thing about it, Mortal Kombat employs the same digitised graphical technique as Pit Fighter but puts it to more spectacular use in a one-on-one combat situation

The characters are a scrawny bunch presented in sad fancy-dress but they do possess some interesting special tactics. In fact the coin-op has a variable gore factor for the finishing moves, allowing bloodthirsty punters to witness spinal columns wrenched from the bodies of losers or even combatants being impaled on a bed of spikes, (providing you have a stomach strong enough to put the sickness setting to full)

If this sounds your sort of thing, you should be pleased to hear that the game is set for release on the Megadrive sometime this autumn, courtesy of Acclaim and Flying Edge! So all you would-be Mortal Kombatants hankering for such delights in your own home may rest easy albeit for most of the year. More news as soon as we get it but remember - you read it here first!



WE ARE THE CHAMPIONS

At last, recognition! Of course, we know and you know that MEAN MACHINES is undeniably the best and most successful Sega mag in the country but now the rest of the world has finally caught on.

For at the prestigious Industry Dinner this month, this highly esteemed organ was awarded the highest accolade possible by the Leisure Software Industry — Magazine of the Year 1992.

This means our standard of pure excellence, sustained since it's launch two years has been recognised not only by our 130,000+ regular readers but by all the software houses in the country. Hurrah!

Kicked off by Jaz Rignall with the help of just one staff writer (and a lot of blood sweat and tears), MEAN MACHINES was the first mag of its kind and has consistently stayed streets ahead of the competition by bringing you more pages, bigger reviews and the hottest news and features around (needless to say, we'll be continuing in the same vein until the world caves in).

The original format split into two last year due to the massive increase in releases, with the Sega side becoming MEAN MACHINES SEGA and the Nintendo end NINTENDO MAGAZINE SYSTEM — itself the biggest launch of the year.

Commented Jazza on the triumph: "Naturally we're all very pleased — it's great that all our hard work has paid off and been recognised. It just goes to show that good things come to those who are skill enough. We got it right from the very beginning — giving our readers exactly what they wanted and we're going to carry on doing just that."

Well to round off, it's cheers to you lot, without whose loyal following we'd be jankered, and it's cheers to the software houses for showing their faith in us.

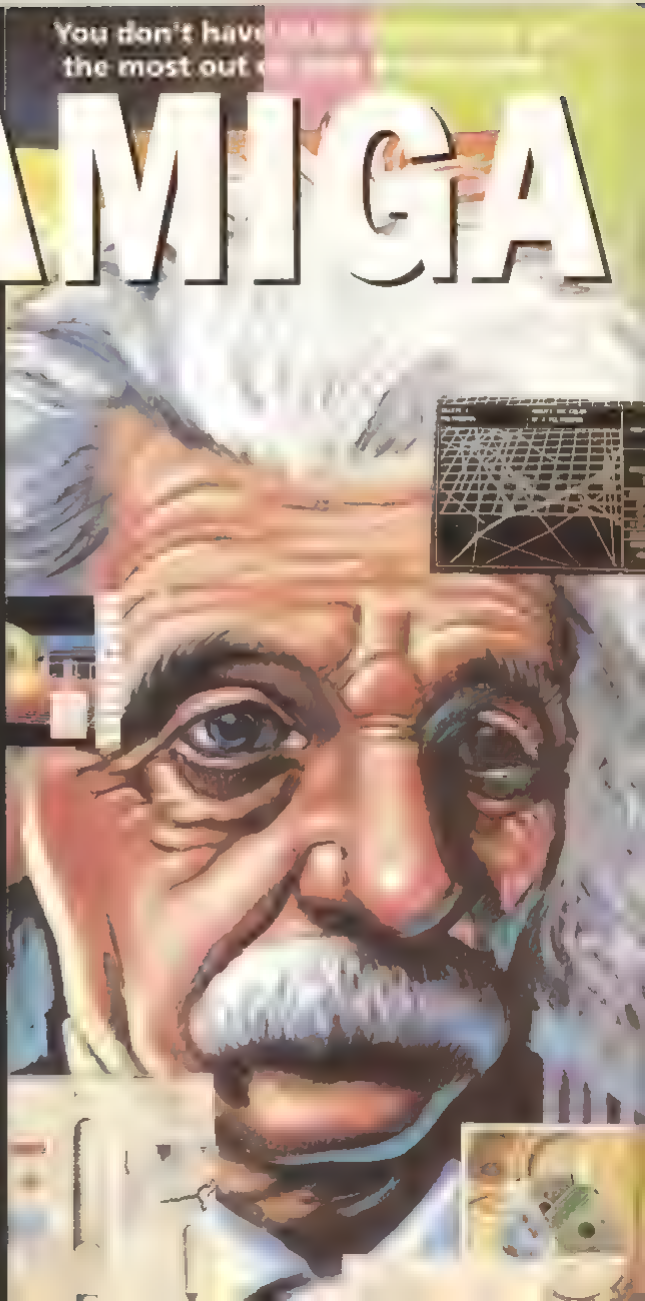
You don't have
the most out

CU AMIGA

CU Amiga offers you easy access to all the possibilities that your Amiga holds. Packed with a breadth of coverage beyond games, CU Amiga delivers -

- The ultimate peripheral coverage. Extensive, clear guidelines on what's available, how you can use it and what's best to buy.
- Unsurpassed hardware coverage. CU Amiga was the first magazine to regularly feature CDTV.
- The best buyers guide. At least 33 pages packed each month with all the information about what's best
- 60 non entertainment products put under the microscope each month
- 100+ games reviewed every month.

Beyond games with
AMIGA



STREET FIGHTER II: NOW IT'S OFFICIAL

As exclusively revealed in the November issue of MEAN MACHINES SEGA, Street Fighter II: Champion Edition is coming out for the Megadrive. Sega having finally confirmed its existence officially just as this issue went to press. Just to recap for those sad cases who missed that issue, it features all the moves and characters of the coin-op packed into a massive 16 megabit cart!

Just as we said in November, a six button joypad is being developed by Sega (check out the news piece in this very issue) for use with this and other games.

In fact the only news that has really changed is the release date. Due to legal negotiations with Capcom, the date has been put back to mid April.

Check out the next few issues of MEAN MACHINES for the ultimate in coverage for what could be the ultimate Megadrive game.

JAGUAR XJ220: COMING TO THE MEGA-CD

Core Design's phenomenally successful 16-bit Jaguar XJ220 game, based on (arguably) the fastest production motor car is coming to the Mega CD!

This game was a massive hit on the Amiga, where it was hailed as one of the greatest road racers ever devised. The Mega-CD version has all of the stunning playability of the Amiga version, and then some, but also uses the Mega-CD's sprite-scaling chips to produce a stunningly realistic 3D environment. To add to the excitement, there's even a track editor that enables you to create your own tracks with!

Core Design are rapidly establishing themselves are formidable Sega programmers. All of their Megadrive games so far (including Corporation, Chuck Rock and Wonderdog) have met with critical acclaim and we have great hopes for this one. Look out for more details in the pages of this very mag quite soon.

SEGA'S SIX BUTTON JOYPAD REVEALED

Our Japanese contacts have managed to get a look at the hottest new peripheral for the Megadrive — the official Sega six button joypad!

SONIC COMIC HITS THE STATES

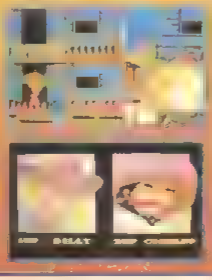
Issue one of the Sonic the Hedgehog comic has gone on sale in America (launched at the Las Vegas CES Show).

This 32 page comic, released by the relatively unknown Archie Comic Publications, features Sonic, Robotnik and Tails along with a few of their lesser-known chums including Princess Sally, [illegible] and a bizarre pickpocket called Antoine D'Coolette! Who knows - maybe some of these characters will make their way into a future Sonic game!

The comic is primarily aimed at a very young reader[illegible] of the oldest jokes in the book [illegible] interest[illegible] in your [illegible]

We've [illegible] pany, Fleetway, have [illegible] to produce Sonic comics in this country. Keep a look out for those as well!

SUNSET RIDERS HITS MEGADRIVE!

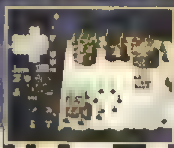


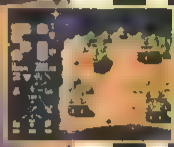
Konami, world-renowned for their quality video games, are now producing games for the Megadrive! Their first release, Teenage Mutant Ninja Turtles is previewed later on in the magazine. The following release is Sunset Riders — a sideways scrolling tale of cowboys, indians and a whole lot of violence. The game will be released over here very soon, depending on when Sega sign a European agreement with Konami. More details soon.

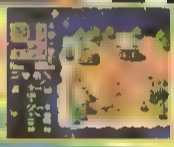
TINY TOONS ARE GO!

Super Nintendo [illegible] currently [illegible] Tiny Toons — an exceptionally [illegible] Looney Tunes series. The good news [illegible] currently in the process of conversion [illegible] and the screenshots to prove it! As you can see, it's looking brilliant. Let's hope that the playability is just as good. We should have a full review of this game some time during the next two months.

MEGA-LO-MANIAC REQUIRED...







A new world has been formed and on it there are 28 islands. It will take an Ideal Lord to conquer them all.

It will take someone who can lead a team of men in a battle to remove all trace of other lifeforms from the islands. Someone ruthless enough to guide their men through the surrounding ages of technology, from prehistoric times through the middle ages, the Victorians, the present day and beyond.

Someone capable of forming and leading alliances with opposing factions without a second thought. Someone to oversee the construction of buildings and the mining of the materials necessary to build weapons of war.

Ultimately it will take someone strong enough to fight for their divine right to rule supreme.

Available for the Amiga/Mega Drive MEGA-LO-MANIA boasts...

- HILARIOUS CARTOON STYLE
- THREE DEVIOUS OPPONENTS
- SUPERB ONE PLAYER ACTION
- TWENTY EIGHT ISLANDS TO CONQUER

MEGA-LO-MANIA

Another **Immaculate** concept from **Virgin Games.**

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Virgin Games, 338a Ladbroke Grove, London W10 5AH

GAMES

Exceptional games for your

SEGA

Sensible

#3715

REVIEW

1–2 PLAYERS

CONTROL: JOY PAD
CONTINUES:
REPONSIVENESS: EXTRA GREAT
GAME DIFFICULTY: HARD

SUPER KICK OFF

...Jimmy Greaves' Greaves and George...
...there's also another hidden connection.
...they're all ex-masters of that great national
...institution, football — before old age,
...too many cakes and over-active land
...lords brought an end to their suc-
...cess that is. But now, even these fat-
...tows can relive their glory days with
...the long-awaited Megadrive conver-
...sion of Super Kick Off.

...For those of you ignorant of this
...name, it's a hugely successful vertical-
...ly-scrolling overhead view soccer
...game, mixing fast-paced arcade
...action with realistic simulation ele-
...ments. Kick Off has been convert-
...ed to pretty much every major for-
...mat, including the Master System
...and Game Gear, and now
...Megadrive owners have the
...chance to practice their keepy-
...uppy skills without freezing to
...death in the park in the mid-
...dle of Winter while some
...warmly-dressed PE teacher
...in a heated tant rants on
...about how it's not cool
...out and you're just
...being a big girl's
...blouse.

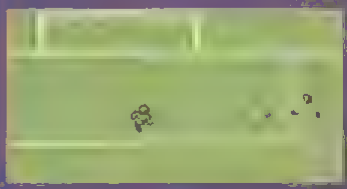
COMMENT

It seems we've been urging Megadrive-owning pedestrians to keep on for Super Kick Off for years now, when with the lacklustre showings put in by other footie games, so it really has got a lot to live up to. Fortunately, Super Kick Off exceeds expectations and almost very nearly justifies the tremendous wait. The game itself does need a bit of getting to 'be' to gain a phrase — at first the free-rolling ball is a bit of a challenge to those normally accustomed to a leather which adheres itself firmly to the sole of your boot. However, once this small hurdle is overcome, the game is as fast-paced as you could wish — better, in fact than pretty much every football game going. There's a lot of skill required in playing Super Kick Off, but the game is very rewarding once you put in the effort. There's absolutely loads going on, from all the tournaments to head-to-head play and it's even possible to have two players on the same side, which is always a welcome sight. Megadrive Super Kick Off has also managed to shed the "invisible" bugs which infested the Amiga version, such as the intangible net sides and the scary-brown-kicked sprinter technique, although the computer-controlled keepers are still all but impossible to beat at first. Put simply, Super Kick Off is one of the greatest games ever and the Megadrive version is as packed with options, tweakables and gameplay as any other version. It's been a long time coming but the Megadrive finally does have a soccer game worth the spends.

▼ It's Bobby Brewster and his talking [illegible]

AFTERTOUCH UP YOUR BALLS

The thing which made Kick Off so very [illegible] the fact that you could put [illegible] ball. Super Kick Off has [illegible] A great deal more precision is [illegible] direction of curve required. This is particularly [illegible] for beating defensive walls and to fly for the [illegible]



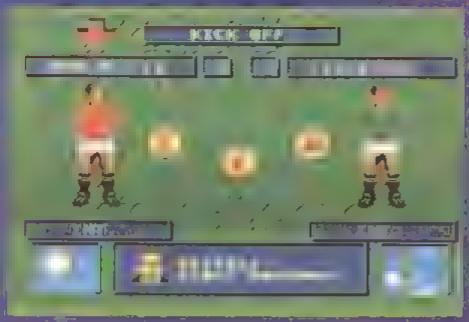
REVIEW

TOURNAMENT TRIBULATIONS

Members of the Computer Football Fe[illegible]
Pitches are as dearly sought after [illegible]
[illegible] are four tourneys in all — two national and two international.

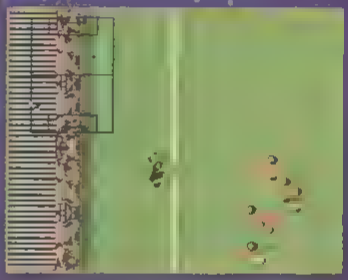
[illegible] meaden circles there are two European tourna-ments as well; a Euro league of sorts and the renowned European Cup, pitching top European teams against one another in a grim battle to the [illegible].

Take heart, for Super Kick Off offers two other [illegible] tional trenches and national squads in[illegible] friendlies for maximum matey football fun.

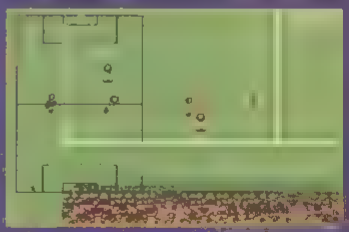


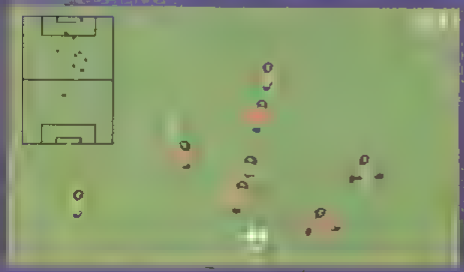
[illegible] is the pre-match set-up bit which dis-plays the [illegible] your roll and the result of the toss, and it's really great fun to explore.

Boom. Boom. Boom.



Distracted by the state of play, Johnny never saw the fatal arrow until it was too late.





GET YOUR KICKS

[illegible] as the A and B buttons are used in [illegible] actions. Some experience in most [illegible] [illegible] [illegible]

REVIEW

COMMENT

JAMES

aspect of the game is catered for and there are a

[illegible] on medium or cup[illegible] up, like all

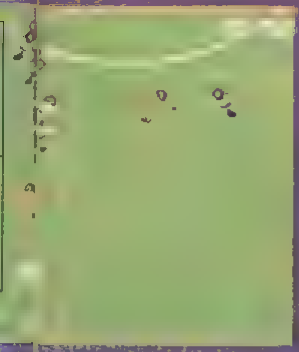
game, it's the playabi[illegible] where this is the champion[illegible] if you haven't played Kick Off before, the controls take a bit of getting used to due to the fact that the ball doesn't stick to your feet. But once mastered, the levels of control and diagonal skill you can develop on this game are incredible. Steal the ball from an opponent with a slide tackle, control the ball swiftly up the field with a mega passing move and beat the keeper with a mega rocket [illegible]. Super Kick Off is a truly rewarding game, because the more you play it the better you get, and the better you get the greater the game becomes! And with its wealth of skill levels, [illegible] tic strategy modes and [illegible] important (and absolutely superb) two-player modes, this is a game that'll last longer than your Megadrive — I've been playing Kick Off since it was first released in 1987 and still love it now! Don't miss it.

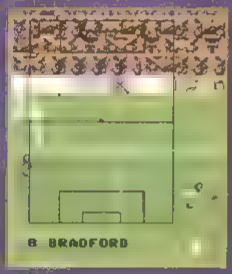
YOU CAN'T OUT POP POP-POP

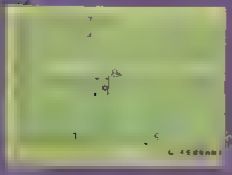
As everyone knows, Steve's [illegible] star on goal [illegible] [illegible] [illegible]

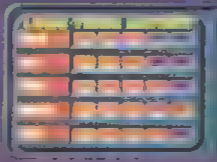
PITCH SCANNING FOR FUN AND PROFIT

Of course, there's one necessary [illegible]









PRESENTATION 90

GRAPHICS 82

SOUND 76

PLAYABILITY 96

LASTABILITY 94

OVERALL 95

The best football game going, and one which every Megadrive owner, regardless of their interest in the sport, should keep out and purchase.

...-A-A-A-A-D INFLU...
...NCE

Dear YOB
Ha ha ha ha ha! You've got to laugh at "Bad Influence". Have you ever seen such a crap programme? I came home from school looking forward to seeing the show only to be disappointed at the sight of a bunch of kids trying to play on video consoles. I find "Eldorado" and "Home and Away" more entertaining than that. I mean, look at their scoring system. The boys gave one game an average score of three out of five, but the girls liked it and gave it four out of five. What a load of crap. A game should be rated from 100% not out of five! The presenters, Violet and Andy don't have a clue, I hate them as much as the show. The Bad Influence

▲ *Dominic Burt did this. Isn't he skillful.*

Rich gets a splitting headache courtesy of N Cooper.

magazine is just as bad as the show as well, I only had a quick flick through it and knew it was rubbish. I must record the piece at the end of the show where it tells you the top twenty Nintendo and Sega games! What a load of rubbish. After all that I would like to say hello to my friend Joe Tiger
Mark Beech, Castlecaeremion, Wales
YOB: I agree. It's fine for those who know very little about videogaming, but it's far too simple and patronising for those who do.

CONFESSION TIME

Dear Father YOB

Please forgive me for I have sinned. I used to read your great mag every month, and then all of a sudden I stopped. Then for about three months I started reading crappy, toilet reading material like Sega Force and two other mags I care not to mention to spare my embarrassment. The problem with them was the really pathetic free gifts they gave away like a Bart Simpson badge. Also the ratings systems were so poor. At first I couldn't understand them, and then I didn't bother reading them.
Now I have seen the light! I have been reborn thanks to the even better magazine, MEAN MACHINES SEGA!!! A whole mag just for Sega nuts. Plus the ratings have improved, and the section at the beginning of each rating is brilliant. I am writing this letter on my knees pleading for forgiveness. Slag me off if you want because I deserve it.
1ST PARA *Paul Munn, Leicester*
1ST PARA **YOB: Pah! You don't even deserve to be slagged off you revolting, snivelling toe-rag. Get thee gone.**

* *A bizarre montage from Gary Mangal. Cool eh?*

[illegible] OF CONFUSION

Dear YOB
I've an observation of a rather irrelevant kind but it stuck me as so odd that I thought I'd write a letter to you about it. While browsing furtively in my local game shop the other day, I noticed the owners had decided on the idea of selling mens ties on a rack next to the counter. What? Ties? Could someone please offer me the connection between console games and ties. Actually ties isn't specific enough. These weren't just ties, they were some of the most tasteless, seventies orientated monstrosities ever seen. We're talking orange and dark brown colour combinations here. What do the owners expect of their customers. "Oh, I think I'll buy myself a copy of Sonic 2. Ah, but hold on a minute they've got some seventies retro ties in here. Oh, what the hell! I'll forget about the game sir and take that perversely attractive tie that subtly intermingles the shades of orange and brown. I don't think so somehow! Well that's it actually.
Peter "Young at Heart" Calcutt, Birmingham
YOB: Whoever owns the shop must have got confused about tie-ins. Doh!

THOSE EVIL THINGS

Dear YOB
I'm sure everyone who has ever played a computer game has heard of the Gulf war and the Cold war. Now everyone who enjoys playing these computer games is about to take part in their own war, the addiction war. This war has started because of the Gutter Press slagging off computers and consoles.
According to them, computer games are bad and unhealthy for you. Now I think that everyone who owns a computer or console should write to the Sunday papers that printed these remarks, which are the News of the World and the Sunday Times to show their utter disgust at these stories. For as Paul Kelly says in issue 3, if we don't act soon, there will be no Sonic, Mario or Street Fighter II.
Harry Knox, Barcley Green, Kilmarnock
YOB: It amazes me that on the one hand the tabloids have screaming headlines at how wickedly evil videogames are and how they turn you into either a crazed loon, a raving epileptic or an unhealthy lump o' lard, yet on the other they all have regular videogame columns. The hypocrisy of it all is astounding...

[illegible]

Dear YOB
I don't really see what all the fuss is about, Ecco is total and utter rubbish. I mean what's so good about a Do phin game. I suppose the MEAN MACHINES gang have got their heads screwed on about how much a game should be given or a review overall but 93% is a bit over the top isn't it? That's bad enough, but being Megadrive game of the year is totally nuts. Oh and YOB why don't you change that stupid picture of that punk which is supposed to be you eh?
Lee Elford, Romford, Essex
YOB:Looking at the postmark on your letter, no version of Ecco had been released at the time of postage. Therefore you hadn't played it. Therefore you are in no position to criticise the game and are thus talking right out of your backside. Go sit on a bog brush, skid mark features.

[illegible]

Dear YOB,
I think that MEAN MACHINES SEGA is a great mag, but I think you could improve it no end if you were to have a letters page so readers could express their ideas, views or comments etc or just ask questions that they want answering.
GamesMaster, Mental Home
YOB: What an absolutely fabulous idea! If you look at the top of the page you'll see an address where you can sent such ideas, views and comments. Wow! I only wish we'd thought of that idea sooner.

[illegible]

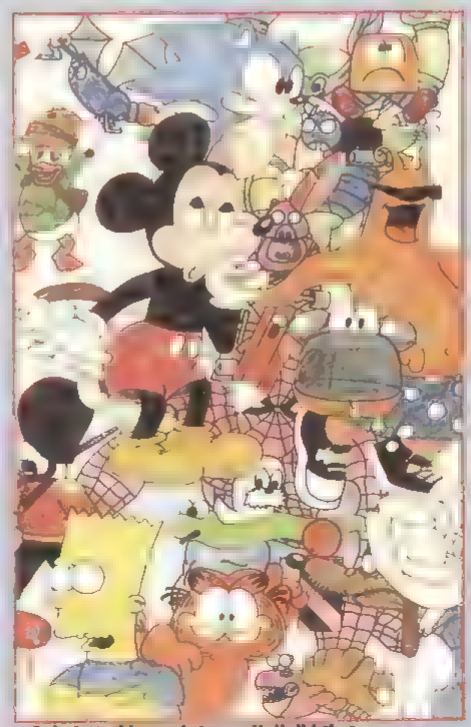
Dear YOB
With reference to poor deluded Mrs Margaret Shelley. What can I say? You think you are perfect, you are sooo full of yourself! Well the truth is quite different. Examination of your letter shows you actually know very little of what you preach about. I have no doubt that you generously counselled young adults with wasted lives. They may have played video games, been anti-social, spotty, pubescent delinquents. But video games are a symptom of this problem, not the cause. If they had more fulfilling lives, they may not have drowned their sorrows in the cartridge slot. They should have all things in moderation, a ru e I m sure a good lady such as yourself follows.
A proper upbringing is a good de and read with some concern about your son. "You only live once" as they say and I am sure as a foolish youngster you too dabbled in the ev ls of TV, radio **and other "addictions"**. They are no more dangerous than video games! Inc dentally about the offensive titles of games we are all adult enough here and all know what a hedgehog and a lemming are and I feel ch ldren of today w ll not be overly shocked.
Video game violence s a problem you cla m to know "from persona exper ence" but I do not get urges to mam kil other humans due to excessive gamesp aying. However your letter has angered me and happily a group of l ke-minded fellows are organising into a force to emphasise our points by inserting a p neapple into that oversized rectum you talk out of.
1ST PARAA group of very irritated chaps
1ST PARA ***YOB: Brilliant! Absolutely brilliant! I particularly love the bit about the pineapple - it nearly made me laugh my Mr Kripling Fruit Pie out of my nose.***

NOT AVAILABLE TO THE UNDER THREES

Dear YOB
Well done for creating an excellent magaz ne. We have a few queries. Why do you put cheap p astic bags over some of your mags because it may suffocate them! No no seriously many people l ke glancing through the mag before making a purchase. Secondly we wou d like to add to the many complaints about the high price of Sega and Nintendo games. If the investigation by the Office of Fair Trading proves that Sega and Nintendo have been over charging games p ayers what action could be taken? Finally a suggestion to improve your rev ews why don t you get the rev ewers to give their own overall score alongside their views.
Paul Dean and Richard Dolby, Nantwich, Cheshire
YOB:In America, their equivalent of the OFT made a ruling that Nintendo had been charging too much for games and as a consequence Nintendo had to dish out millions of money off your next purchase vouchers worth about £5. Will the same thing happen over here? Who knows... but we'll keep you informed.

PUT THE RECORD STRAIGHT

Dear YOB
I know you know everything there is to know about Megadrives and games, especially Sonic. This is what I am writing to you about. I was wondering if there are any records for the time took to finish the three acts of Greenhill Zone. I think I am totally skill because I can finish Act 1 in 29 seconds, Act 2 in 25 seconds and Act 3 (including killing Robotnik and freeing the animals) in 49 seconds. If you know any records or anything that may help me please, please, please reply.
Carl Leroghty, Atherton, Manchester
YOB: You're not quite the whizz you think you are. R Davies of Wrexham can do Act 1 in 26.67 seconds, W Marras of East Cheam can do Act 2 in 22.31 seconds and N Waddington of Widnes can do Act 3 in 41.56 seconds. So there you go...



Ook. Isn't this good. James Hall did that.

ANTI ANTIPODEAN

Dear YOB
I think your column is the best part in the mag, but when I read issue 4 a little knob-head Aussie was saying things about the UK. He should get some facts right. For one thing Australia was British and I think ole' knob-head should stop sticking his head up kangaroo's bum's.
Andrew Maidenhead, no address
YOB: His backside-related marsupial antics were sad indeed. Now you know why he wanted some sport to tie his kangaroo down.

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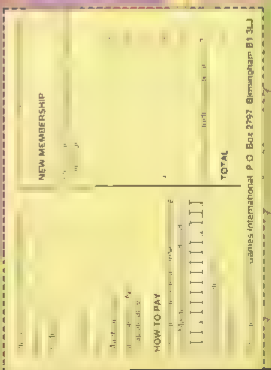

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In the MEAN MACHINES office, no one can hear you scream. A fab strip this is, courtesy of Mr Forgetful.

METAMAGICAL THEMAS

DEAR YOB
It has come to my attention that however hard people try to put you down you always get the last word, so I have something new to put before you YOU DON'T EXIST. You are in fact written by one of the MEAN MACHINES team. A lot of the time they probably don't want to write your column, they want to get home to their cup of Bovril. And then it hits them, they have to write some more MEAN YOB. Don't you realise these people lead their own lives? What happens when at a nightclub chatting up some girls one asks, "Don't you write MEAN YOB?" Then everyone in the club will laugh at them for pretending to be a fictitious character
Instead of addressing this letter to YOB, I should have addressed it to "Dear poor staff writer who has a fictitious character who answers letters type burden around their neck

Now a quick point Where has Gazza gone? Every month I used to rush down to the newsagents to but my copy of MEAN MACHINES, then I could catch a glimpse of my hero Gary To my horror, when the magazine split in two so did my heart My love for Gary "the pussy" Harrod had gone For a while I was off my food, I was moody, and my family noticed the difference Then on the 24th December I was re-united with that god of a guy when there in front of my eyes Gary beat the pants off Game Zone. It was to be a happy Christmas after all!
Tim Blackwell, Carlisle, Cumbria
YOB: Okay, so let's say I don't exist. Therefore you wrote a letter to nobody. That means that you must be completely mad. That is worryingly reinforced by your Harrod fetishism. Therefore I have passed your address on to your local lunatic asylum. Sit tight and stay calm, the men in white coats will be along soon.

IS HE OR ISN'T HE

Dear YOB
I am 13 years old and own a Megadrive but I haven't enough information on games I own two games The Immortal and ESWAT They are the best games I have played I would like to have a collection of games in about three years from now, but I haven't got enough information on the games What I am saying is if you could please send me a couple of sheets of information It would be brilliant if you would It would help an awful lot I'm hoping you will I think you have the best job ever reading and looking at information on the Megadrive games and reading all the letters that come, and being able to write in the mag When I grow up I want to become one of you
Feargal Kierans, Co Louth, Ireland
YOB: Don't you read the magazine, or are you really a complete and utter thickie?

LOTS PEASY, LEMON SQUEEZY

Dear YOB
After buying the Christmas issue of your magazine, I read with interest the review on "World of Illusion" You gave it a very high mark overall and a good mark for lastability You said in the review that although the game was a tad easy to complete, it was good enough to keep you coming back for a long time
I bought the game on the 19th December and am already tired of it I had thoroughly enjoyed the original and decided I would do a trade in that and Taz Mania, for the new Illusion game I completed it after one hour of purchase without using any continues, let alone the password I am beginning to regret losing the old Mickey game because I enjoyed that much more
I am by no means complaining about your reviews The game got a fair mark against other Megadrive games Sure, as usual for a Sega game these days, the graphics are stunning and beautifully designed and the animation is superb, but after this their games go downhill
Over the last year I have had a number of games, all of which I found too easy The only games that really give some challenge that I've got are Populous and Streets of Rage (hardest mode) I am not saying that I don't enjoy playing games on the Megadrive, I just would like to know where have all the classic old games that I used to love playing on my crummy old CPC 464? All Sega seem to produce are amazing graphics and sound on to dull boring and plain easy games If they put more challenge in to their games I may consider keeping the Megadrive, but at the moment I am considering selling it and buying some good lasting games for my PC, or maybe even buy a SNES because the games are that much better and bigger than Sega ones
I would be interested to hear your views on the subject and I'm sure that other Megadrive owners feel the same as I do The only decent game to arrive on the Megadrive recently is Ecco, but one decent game in 1.75 isn't that good is it?
I apologise that this letter is so lengthy, but I really want to get my point across, and I thought it would be a good idea if you had a couple of pages of readers views, to make software companies really take notice of what the punters want Thank you for reading this long letter and I would like to see your views on this subject in the magazine soon
Jon Leahy, Chichester, West Sussex
YOB: Write to Sega and tell them. We've been going on for years that most Sega games are far too easy to complete! Do they think we're all cack-handed gimps or something?

Remember your name and address in future, Mr X.

HIGH SCORES

Welcome to the sacred [illegible] realm of the [illegible] Hall of Fame. Here we pay homage to the gods of [illegible] who have [illegible] the compulsion to [illegible] massive [illegible]. Yes, it's that time again, so you have the right to find alternative [illegible] these hallowed halls? Listen to the sound of [illegible] sounds of sweat fall to the floors of [illegible] across the globe as would be [illegible] to become worthy. Are you such a person? Are you worthy? Send your efforts into YOU, I Am WARRIOR — THOUGH I CAN'T PLAY BASKETBALL TO SAVE MY LIFE! HIGH SCORES, SEGA MAGAZINE, 30-31 FARRINGDON LANE, LONDON EC1R 3AU.

MEGADRIVE:

[illegible]
100, Supreme Ruler (+1 at Dub mode

[illegible]
Dan and Ross Towes, Gillingham Kent

[illegible]
Daniel Galop, Epping, Essex
Dan Towes, Gillingham Kent
34,650
Ross Towes, Gillingham Kent

[illegible]
Andrew Mercer Sandbach, Cheshire
No relation of the tax-sucking MP, hope

20,349,672 (even 30 with 999p lives)
Amanda Ives, Lower Warrington
Doesn't she have a social life?

Completed with 12 lives left more out
Daniel Galop, Epping, Essex

[illegible]
Alwen Edwards, Luton, Bedfordshire

383,550, Stage 9A on easy level
Dan Towes, Gillingham, Kent YOU SAD GIT!

[illegible]
Daniel Power, Rochford, Essex

[illegible] retired at level 5
Dan Towes, Gillingham, Kent

[illegible] Completed on Ten Hard with starter wealth in Africa

[illegible] Professional level completed in 45 minutes with [illegible]

[illegible]
2'27.4+++ Dual mode using Sirius Thunderhead
Dan Towes, Gillingham, Kent, YAWN!

[illegible]
Daniel Galop, Epping, Essex

[illegible]
237,560 last level
Alan Gaunt, Bristol W Yorks

[illegible]
1,61[illegible]10 completed on easy level
Dan Towes, Gillingham Kent

237-0, Reakirvs vs Eagles, five minutes each quarter
Alan Gaunt, Bristol W Yorks

[illegible]
46:30
Daniel Power, Rochford, Essex

[illegible]
1,254,700, completed on hard mode
Ian Towes, Gillingham Kent

[illegible]
2,104,100, completed on Normal level
Dan Towes, Gillingham Kent

[illegible]
Sprinting - 0.35 seconds
Hurdles - +26 seconds
Swimming 1'54 minutes

[illegible]
Wayne Turner, Chelmsford, Essex

[illegible] completed with [illegible] on
Dan Towes, Gillingham, Kent

[illegible]
Daniel Power, Rochford, Essex

[illegible]
[illegible] Adam, Epping, Essex

[illegible]
[illegible] Bas Martens, Leiden, Netherlands

[illegible]
Richard Barnes, Keighley, [illegible]

[illegible] MANIAC level
Andrew Hemming, Sandown

[illegible]
[illegible] Sam Wyke-Tarrant, [illegible]

[illegible] completed with [illegible] lives left
Dan Towes, Gillingham, Kent

[illegible]
Wayne Turner, Chelmsford, Essex

[illegible] completed with [illegible] on
Dan Towes, Gillingham, Kent

[illegible]
Daniel Power, Rochford, Essex

MASTER SYSTEM:

[illegible]
Scott Tilley, Spalding, Lincs

814,400 completed without continues
Richard Mudd, Musgrave, Dromara, Dromore

[illegible]
250,550, completed
Christopher Dann, Wigan, Lancs

[illegible] completed
[illegible], Blampton, Huntingdon

[illegible]
[illegible], Spalding, Lincs

[illegible]
[illegible], Spalding, Lincs

[illegible]
[illegible], Spalding, Lincs

[illegible]
[illegible], Shetland, Scotland

[illegible]
[illegible], Southwell, Notts

[illegible]
[illegible], Bedford

[illegible] completed
Adil, Hodge, Birmingham

[illegible]
Chris Dow, Mitte, Scotland

[illegible] completed with 9 gems
John Burnett, Ayre

[illegible]
Richard Mark, Maughan, Hartlepool, Cleveland

[illegible]
[illegible], Amersham, Bucks

GAME GEAR:

[illegible]
James Dye, [illegible], Essex

[illegible]
Jo Farrow, Bristol, London

[illegible] 850, level 18
Pete Hawkins, Stapeford, Herts

243400 completed with 18 lives left
Liam Rosher, Woodside, London

[illegible]
[illegible], Mansfield, Notts

870,200, finished with all Jewels
Simon Johnston, Fife, Scotland

2,844,972, Completed with 28 lives left and one continue
Steven Purton, Sawbridgeworth, Herts

[illegible]
[illegible], Ilford, Essex

[illegible]
[illegible], [illegible], [illegible]

JIMMY CHIN'S CORNER

[illegible]

[illegible] CENTRAL

[illegible]

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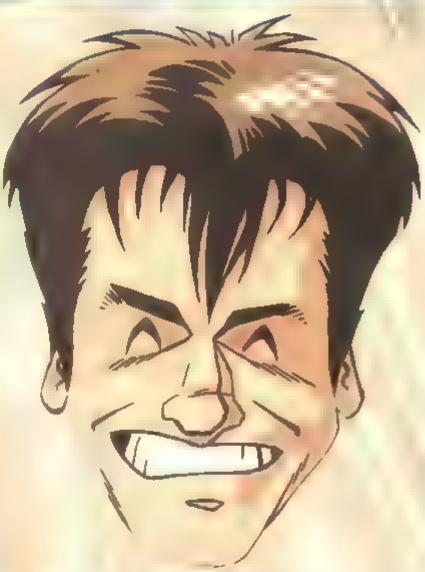
Q+A



With a swish of his special answering trousers and a thump of his large mailbag, Jaz sweeps into the office ready for another rigorous questions and answering session, with you, the reader, supplying the queries and Jazza, the great smart-ass know-it-all coming up with the answers. If you've got anything you want to know, write in to:
MY QUESTIONS ARE SO HARD THEY COULD RIDE PILLION WITH GARY ROTHWELL, MEAN MACHINES SEGA, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU.

HANDLE ARCHIVE

Dear Jazza
Would you please answer a few good questions for me? Ta mate!
1. Who got the rights to Mortal Kombat — Sega or Nintendo?
2. Would you recommend the Game Gear over the Atari Lynx and Supervision?
3. My friend says there will be a hand-held Neo Geo in two years time, will there? I don't think so!
4 Is WWF on the Megadrive better than the Super NES one?
5 Which is best: Fatal Fury or Streets of Rage II?
6 When is World of Illusion out?
PS My sister fancies you and Rad rotten because of your long hair
Adam Jones, West midlands

[illegible] Acclaim [illegible]

PREPERATION H

Dear Jazza
I recently went down to my local arcade and I saw Street fighter '92 but Guile was standing in mid-air and doing a Sonic Boom, Ryu was changing into Blanka and the Dragon punches were going across the screen!!! Is this game official?
Viren P, Cricklewood

[illegible]

SWAPPO

Dear Jazza
Please, please answer my questions because I'm completely lost
1 My friend, who has a Japanese MD, said he saw Going Live one morning where they said you can hook your ordinary CD player up to the MD. No way! But he says it's gospel!!!
2. Please dedicate a page to the Mega-CD as almost no-one knows anything about it — apart from your TOTALLY AWESOME vid, and it's YOUR REVIEWS that convince people like me although the video has me totally convinced
Please, please answer my questions because I think you should as I'm totally dedicated to your mag and can't wait until next month. MEAN MACHINES IS THE BEST MAG EVER CREATED
D B Derry, N I

[illegible] Mega-CD [illegible]

ANALYSE THIS!

Dear Jaz
Please answer these questions as I would like to know the answers(which is very obvious)
1 Being as I own a Megadrive and am lucky enough to own a Menacer) will it be possible, through the Mega-CD to produce such games as 'Mad Dog McCree ?
2. If not does it mean that the Mega-CD cannot really produce digitised film images?
3 Besides what I've just said, how much will the Mega-CD cost and when will it be released?
Thanks for your time
Daniel Waters, Newark

JAZ 1 [illegible] would. But whether or not [illegible] nearly. 3 About £300.

PAMPERS

Dear Jaz
Can you please answer these questions for me?
1 Will European Cup Football be coming out for the Master System?
2 If not, will there be any new football games coming out?
3 Will there be any more Sonic the Hedgehogs?
4 What game is the best out of World Class Leaderboard and Golfamania?
5 How often will you be giving videos with your mags?
Andrew Barry, Galashiels

JAZ 1 No. 2 No [illegible]. 3 [illegible]

PROCTOLOGICAL

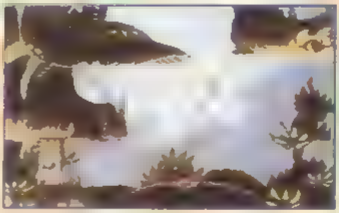
Dear Jazza
I am thinking of buying a Mega CD for my Megadrive. Please please could you answer these questions and print them?
1 Will the Mega CD run on all types of Megadrive machines ie Jap, English and American?
2 With issue three you gave away a video about the Mega-CD on it was a CD called Make My Video. Could you tell me if you could make a video of any of your CDs or would it just be Kriss Kross(S%£@*!!)?
3 How much do CDs cost?
4 Will they be any good (eg lastable playable)?

▲ *Kriss Kross prove that sometimes you can actually look stupider than you really are.*

5 Will Street Fighter II be coming out for it?
6 Would I be wise to wait for Sega's 32-bit console or should I buy the Mega CD? Thanks a lot!
Neil Martin, Stockport

JAZ 1 No. If you've got a British machine you'll need a British Mega CD and so on. 2 No, [illegible] Master factory and [illegible] other companies. 3 About £300.00. 4 [illegible] Master [illegible] as they [illegible] have [illegible] ages of [illegible] will [illegible] the end of the year.

ANUSOL



▲ *All the smart alecs who noticed our deliberate Flashback mistakes win... NOTHING!*

Dear Jaz
I own a Game Gear and a Master System and Christmas '92 I had a Megadrive. Please can you answer these questions.
1 In mag No 3 you didn't answer Michael Reed's question on a convertor that is coming out to enable you to play Super NES game on your Megadrive and vice versa so is this true?
2 When will the release date for Flash Back be announced?
3 Why did you print some screen shots for Flash Back upside-down?
4 In the new game Streets of Rage II can you have a fight against the other player as a sort of a bonus level?
5 What is the best game enhancer. The Action Replay Pro or the Game Genie?
6 I have heard that Sega are making a Megascope to compete with the Super NES Superscope. Is this true?
Ben Fuller, Bedfordshire

[illegible] heard to bring [illegible] rather dubious [illegible] overdrive and until [illegible] see evidence of it I [illegible] have my doubts [illegible] April 3 [illegible] ration [illegible] me [illegible] 5 Where have you [illegible] the last year. The [illegible] The [illegible]

LEMON CURD

Dear Jaz
I have a few questions for you to answer
1. Why did Streets of Rage II only get 90% when you said it's the best beat 'em up ever to hit a home console?
2 What is the release date for the Mega CD? I've heard it will be late March
3 Are these games coming on the Mega-CD Street Fighter II Terminator II the arcade game and WWF wrestling?
B Hampson, Westhoughton

JAZ 1 It was a misprint [illegible] have got 91. Don't the review word [illegible] I was not for those [illegible] put [illegible]

SPECIAL FRIEND

Dear Jaz
I own a Megadrive and a Super NES, could you answer these questions please?
What is the Street Fighter II Black Belt Edition all about?
2. Do any of the following feature in Street Fighter II: Blanka, M Bison, Vega, Sagat, Balrog?
3 What do you think is the best beat 'em up on the Megadrive now that Streets of Rage has been taken over by titles like Fatal Fury, Fists of Steel, Streets of Rage II and of course Street Fighter II?
Imran Kelly, Somerset

JAZ 1 [illegible] to [illegible] of the original arcade board. 2 Mighty [illegible] Al present Streets of Rage II but that could [illegible] later in the year.

CHALLENGE

Dear Know It All(Mr Rignall)
Please answer my deep and meaningful questions as it would make me happy to talk to someone as mind-bogglingly important as yourself
1 Do you know what month Robocop versus Terminator will be out on the Megadrive please?
2 I know you don't usually give any tips in this section of your excellent, outstandingly informative and educational magazine but have you got anything for Splatter House II please?
3 Will Ninja Gaiden be released on the Megadrive?
4 Will the Mega-CD game Super Sonic have any chance of coming out on the Megadrive?
Thank you, you're a god
Arthur Fowler under the table in the Queen Vic with Sharon Stone (NOT!)
PS HARDCORE U KNOW THE SCORE Get Sorted!

[redacted]

PUNT

Dear Jazza
I have recently upgraded from a Master System to a Megadrive for which I already have six games I have a few questions for you
1 Will there ever be a Sega fan club?
2 Will I be able to use an Atari 7600 aerial lead for my Megadrive?
3 Will Dynablaster and Drive Out be released for the Megadrive?
4 When is Lemmings being released?
5 Will Strider II come out for the Megadrive?
6 I have heard next year that Sonic III is being released Is this true?
7 Why are Neo Geos so expensive?
8 Have you heard that Super Sonic song that is in the charts?
9 What is the best platformer for the Megadrive (apart from Robocod, Mickey and Taz)?
10 Will Sega bring out Tails in his own game?
I have enclosed a newspaper cutting that was in the News of the World that says playing video games is bad for you! Whoever wrote this article is obviously talking out of his anus and should be condemned to the nearest mental home What a dick!
Andrew Ward, Bramley

[redacted]

BUTTER

Dear Jaz
First I would like to congratulate you and the MEAN MACHINES crew on two amazing videos and the magazines to go with them. The vids are a great idea I have a Megadrive and I hope that you answer these questions for me
1 On the Mega-CD video why were the screenshots very, very pixilised? This made them very blurry to look at! Is that actually what the screens look like?
2 Is Street Fighter II 16 Megabytes or 16 Megabits?
3 Will the new six button joypad for Street Fighter II cost about £70 like the SNES one does?
4 Why don't Sega produce a cartridge slot adapter for the Megadrive? Sooner or later the contacts are going to get ruined with all that pushing and pulling on the slot
5 What a gimp Nicholas Gorstin is for telling you to cut the amount of ads down in your magazine, doesn't he realise that adverts help keep the cost of a magazine down???
6 Is the rumour true about the Super NES to Megadrive converter? If so when will it come out? How much will it be?
7 Have Sega started putting the little chip in carts to stop people playing USA games on UK machines yet?
8 How can the Mega-CD recognise the machine that you are playing a disc on? I mean you can put a chip in a cart, but not on a CD
Graham Haw, Tyne and Wear

[redacted]

VASELINE

Dear Jaz
I have a question, could you please answer it? Is European Club Soccer the best soccer game you can get for the Megadrive? I hope you can answer because I'm dying to know
Craig Daly
[redacted]

FINGER

Dear Jaz
Some questions for you
1. Why won't Street Fighter II be coming out on the Master System as it is for the C64 and Spectrum?!
2 Are you sure Street Fighter II on the Megadrive is the Champion Edition? Will the characters be the same size as the Super NES ones?
3 I own a Megadrive and a Super NES. I already have Street Fighter II so will it be worth getting the Megadrive version?
4 When is Landstalker coming out?
5 Will the Game Gear ever come down in price?
Patrick Burke, Portsmouth

[redacted]

It's countdown time until the ultimate game comes out on the ultimate gaming system!

BOG ROLL

Dear Jaz
Please could you answer this question for me as I'm dying to know the answer?!
My friend says that Street Fighter II on the Megadrive will be rubbish when compared to the Super NES version because the Megadrive has less colours, worse graphics and worse sound! What do you think about this and is there any way that Capcom can make it just as good or better than the Super NES version?
Keep up the good work,
Jay Tonk, North Harrow

[redacted]

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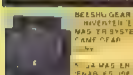

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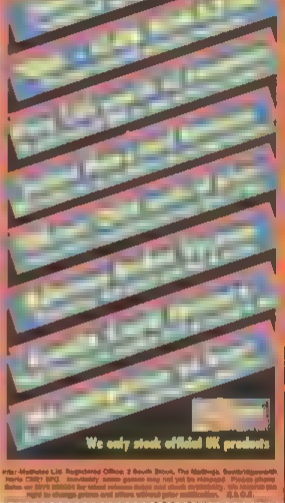

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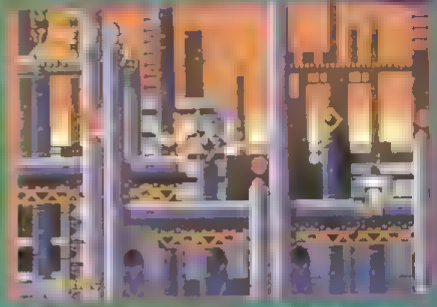
TIPS

Feast your eyes on this little wad of wonders reader — you won't believe your luck. Remember, our whole raison d'etre is to provide you with the biggest and hardest tips section ever (this is quite contrary to the peaceful and wholly chumbucket opinion that some of larger are the centre of my being). So dive in and fill your boots. Keep sending in your game tips. I'VE GOT THE HOTTEST ONE TO HIT MY TYPEWRITER, SOME PROPERTY DEAL, Prime Court, 28-30 Farringdon Lane, London, EC1R [illegible]. A stack of cashmere to the sender of the best tips.

SONIC THE HEDGEHOG

To wistfully pick up Chaos Emeralds in the game [illegible] steps from [illegible]. Play Level 1 [illegible] up 50 rings, visit [illegible] and pass one Chaos Emerald [illegible] over the [illegible] picking Tails from the [illegible] screen even though [illegible] already [illegible] have another go until [illegible] got one. When the screen shows the points being totted up and you hear the funny noise, press RESET. Press START repeatedly to skip the title screen and then select [illegible] you were [illegible]. Play the game again with Tails and visit the special zone. you are put into the Second Zone and still [illegible]. Repeat until you have all the Emeralds then complete the game. No [illegible] or made on one screen, on the machines with two joypads released in. With [illegible] Tails. Absolutely brilliant! The only thing [illegible] together — if Tails [illegible] cross the line and [illegible] stage, clear! Next then on [illegible]. And there's more on this best-selling game in history cour- Kevin Sattin of Kent does. Push UP, DOWN, LEFT,



UNIVERSAL SOLDIER

[illegible] w[illegible]nially through this [illegible] arcade action jaunt try these juicy codes from Valerie Woolerty from Leicester.

VIETNAM 1: CHSGM
VIETNAM 2: MKSNS
VIETNAM 3: SGGBY
DAM 1: JLGPH
DAM 2: JDRSD
DAM 3 PKSND
DESERT 1: CWBPM
DESERT 2 SFTNP
DESERT 3 CMVDG
ENEMY HQ BYTCM

NHLPA HOCKEY '93

problems scoring against the computer, don't wallow in supreme sadness, try out this tip from Richard Linney of Stockport,

[illegible] you can take the computer's goalie out and he's not replaced.

TIPS

LOTUS TURBO CHALLENGE

(but never dared to ask)

PITFIGHTER

Cheers to Dennis Huddleston of Bradford for the answer to life, the universe and three corking continues on this cracker beat the beggars brains in beat 'em up. Simply start in one player mode and go to level 2. Pause the game, plug in the second joypad and press START on the second joypad el voilà.

DEVIL CRASH

If you want a whopping 75 balls under your belt and who wouldn't eh!! and 505 705 300

Craig Ingleson of Colne, Yorkshire

ACTION REPLAY CORNER

SONIC 2

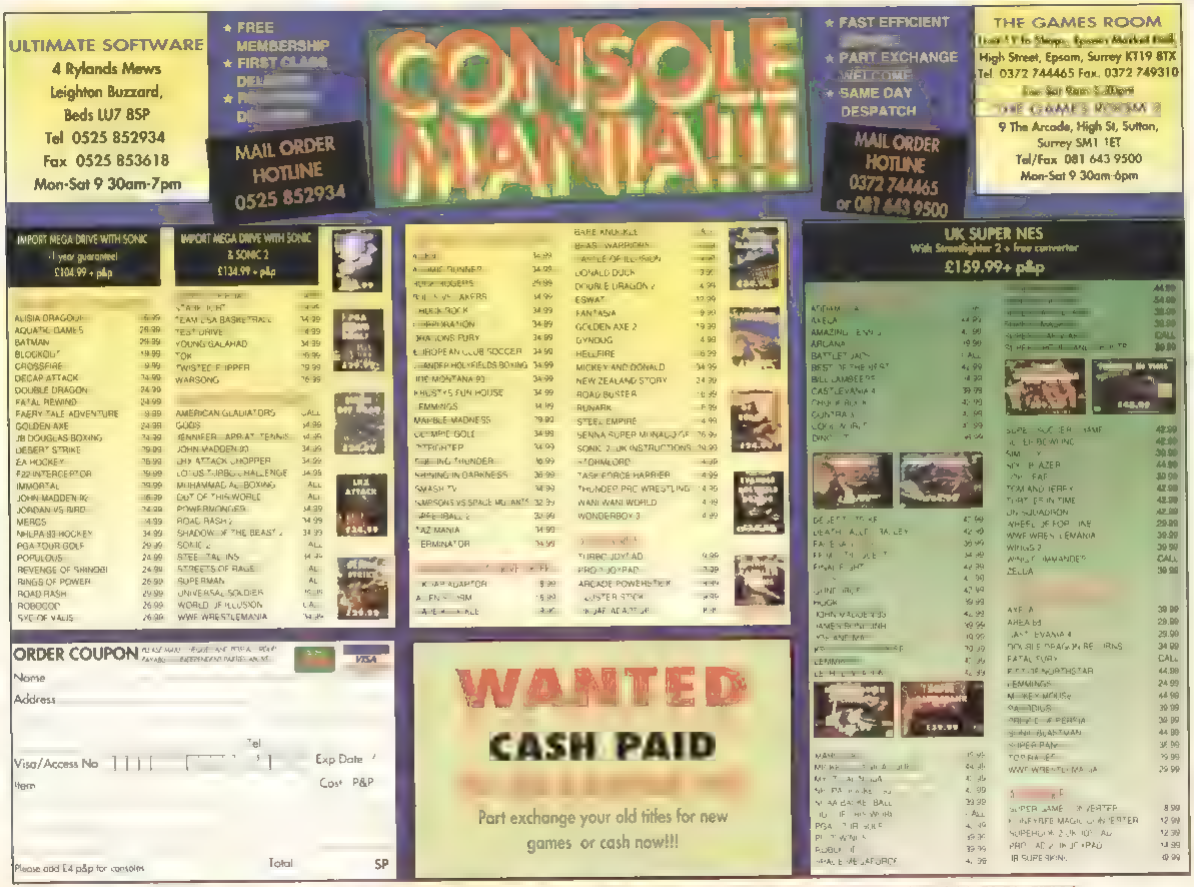
Cheers to K R Gubbins (you cannot be serious!) of Sutton, Surrey, for these exclusive codes to make what's arguably the best Sega game of the year that little bit more playable.

INFINITE LIVES: FFFE1 20003

PERMANANT SPEED TRAINERS: FFF76 0000C

LOSS OF SUPER SPIN: FFB01 C0000

EACH ACT FINISHED IN 24 SECONDS: FFF76 0000C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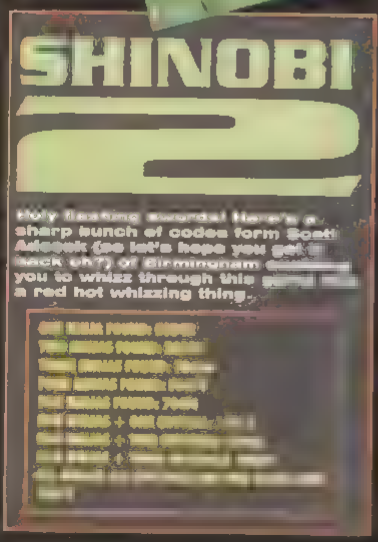
TIPS

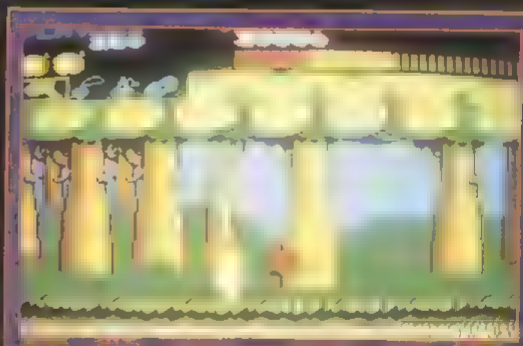
SONIC THE HEDGEHOG 2

Many thanks to Charles Vernon of south London for this geodly little gem for the hottest gear game of the year. Press Button 1 and 2 when you see Tails running then press START. Keep you finger on START then with the D-pad, rotate to the right, still holding Button 1 and 2. After about 10 seconds you hear a bell sound. Press START for a Level Select. Magnifico!

SHINOBI 2

Holy flashing swords! Here's a sharp bunch of codes form Scott Adcock (so let's hope you get it back oh?) of Birmingham [illegible] you to whizz through this game with a red hot whizzing thing.





WONDERBOY

Oh [illegible] Hawley of Stockholm sounds like a particularly tasty [illegible] Selected Level [illegible] for an equally delicious game. Just go to the [illegible] hold down and START and away you go.

TIPS

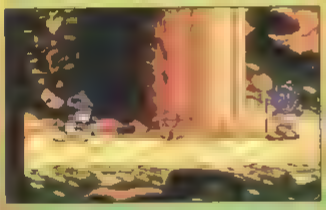
WORLD O

Thanks a million to Steven Kay and Jason Skeet of Waltham Abbey Essex who've shed bucketfuls of blood, sweat and tears to bring us the complete so u tion to th s extreme y excel ent game. E g ... If here s how it runs with you n Mickey s shoes.

MICKEY MOUSE

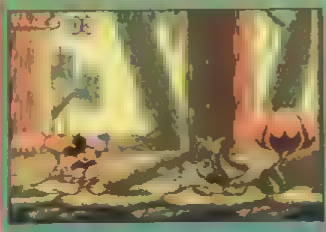
LEVEL 1-1

After prac c ng your running umping crawling cape waggl ng and wasting techniques gather up your guts and head r ght unt you meet a group of rogues. See them off w th your cape then keep right kn ng baddies and watching out for leaves that pop out the ground. Crawl under a branch to co lect a bonus bag. Reach a log ump onto the left side unt you re catapulted onto another og grabb ng some bonus bags on route. When you reach the top go left pick up an energy sweet, go r ght. Batter more badd es before reaching a log and crawl ng through for another bonus bag. Go into the doo you fa through to the bottom. Go right and at second door.



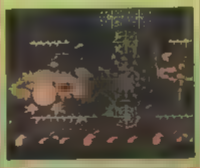
LEVEL 1-2

Jump onto flowers and over enemies. Jump into the big plant which spits you onto higher ground. Stand on the plant ust before the b g slope and ump up four times. Leaves appear to use as platforms. After a coup e of expanding plants you fee the need for a big jump. Don't bother drop down nstead. Walk right to some bonus bags at d o arge gap use the expanding plants to get across. Wa k r ght nto a rocket to trigger it off and sp after o enem es on the screen. Enter the sp t ng plant.



LEVEL 1-3

Go up and left for a sweet then proceed nto the evel st cking to the top paths. Beware some of the sp der webs with smal c c es ins de they co lapse when stood on. Eventua ly a sp der moves across the screen eaving behind a thin web n his trail for you to wa k on th s oads you to a log. Step on the left s de aga n to be catapulted up. Another spider trai next but watch t cos th s one doubles back on himself. Co lect cards and bonuses and go right to the f rst guard on The Spider. Stand on the m ddle edge on the right for his first three attacks and the midd e edge on the left for the next three. Every time he appears swipe at him w th your cape. Once he s dead the mag c carpet spel s e eased.



LEVEL 2-1

Use your spe l right away on this level. Remember the controls for the carpet press jump to go up and don t press anything to go down. Other than that this level s a doddle.

LEVEL 2-2

When lightning strikes, beware because small fire men appear where the lightning struck. When you re b ocked the rocks tend to move around n your favour so don t panic. When you get to a gap jump onto the large rock protruding from it before it disappears then on to safe ground. Another set of moving rocks and it's onto.

LEVEL 2-3

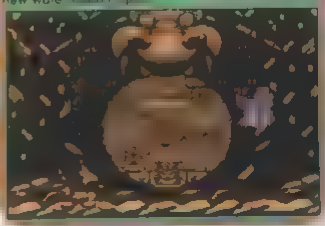
Speed s what s needed for this l tle level. Dodge the bou der at the start then go like the clappers holding down the run button. You should make it to the other end w thout w thout getting squashed.

LEVEL 2-4

Negotiating the fa l ng b ocks s the key here. Stand on one too long and it disappears y disintegrates. T stop th s cata strophe keep jumping up and down. Stay on the middle blocks so at the bottom you can land on the sta tionary block wh ch takes you to the next evel.

LEVEL 2-5

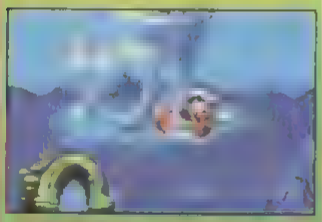
At the start jump onto the cloud w th a face on it which takes you past a lot of sma l fiddly plat forms. Fal off the edge of the cloud onto a smaller c oud but don t hang about on these cos they soon d sintegrate. When you see some c ouds above wh ch you can t reach go forward then backwards to the platforms. Now you re on the top evel, play the cloud piano. When you step on a key, a note appears wh ch somet mes turns up bonuses and sometimes a bomb wh ch blasts in your face there are two pianos and the exit s on the right of the second p ano. The second guardian who emerges from the spinning wheel n the centre umps eft and right and spits fireballs at you. Jump the ba k wh st swing ng your cape to register a h t. When he s h t he turns to stone. Do this to all s x en t s or to evel three w th your new wate th r p...



ILLUSION

LEVEL 2-1

Use the new spell in the same way as the magic carpet. These levels are like mazes so follow these guidelines carefully. Head down, right and along the passage while watching out for spikes balls. At the end of the passage, head up, then left, then down and through the right wall to obtain the energy sweet. Go back out then up and right again avoiding spikes until you reach a bubble pile. Walk up to the pile and you're blocked. Face the opposite direction, a gem scuttles over and blocks the pile allowing you to reach the bonus bag inside. Go back out and up but ignore the second bubble pile for the moment. Instead go up, then left, follow the passage through and go down through the rock for an extra life. Retrace your steps to the bubble pile and use the same method again to block it. Now go through the gap, right, down, all the way to the bottom until you're blocked by a wall. Go up and right to the exit.



LEVEL 2-2

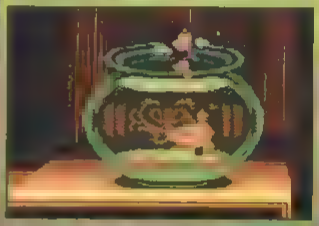
Another small level. Just take the bottom right exit into the sunken ship.

LEVEL 2-3

Keep running right and jumping as the floor is weak and collapses under your weight. It crumbles at regular intervals so it helps to remember the pattern. Climb the stairs and dodge the tridents that fall from the ceiling. Go down the stairs and left for an energy sweet then go back right. Swordfish poke out from the floor as you run along, all the fish can be outrun except the last which has to be jumped. Climb more stairs then crawl under the wall. Keep going right as fast as possible as the shaft fills with water. Jump out at the end of the shaft and down more stairs. Go right avoiding more swordfish, crawl under the post and go right to get to the end of level guardian. The shark swims about with only his dorsal fin showing then he steams you with jaws blazing. You can hit him two or three times while he steams you. Then again he swims around with his fin showing. He disappears then jumps into the air. Dodge him and smack him one when he's way down, repeat this process until you destroy his sole. He leaves you the box to change spell.

LEVEL 3-1

You arrive in the library via a fish bowl. Fall off the right edge and go left for two cards. Go back right, over the book and use the stapler for a spring. Go up, up, right for an extra life above two drawings. Go left and jump on the lid of the jar. A white spray shoots out allowing you to reach the books on the left. Once there, go up then right for an energy sweet then go back to the stapler and left into the jar for a bonus level. Once out go up, left to the curtain box where you use magic. When out of the box go left, get some cards, back right, use moving ruler as platform and jump over the box. Use your magic when you reach another curtain box and walk in. Emerge, run down the slope and jump into the cookie jar at the far left.



LEVEL 4-2

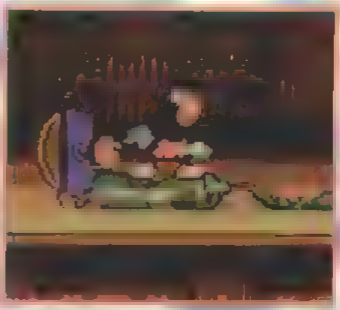
Search for bonus bags and items. If you come across a cork in a bottle, jump onto the cork for a bonus level. While in the sky collect bonuses and dodge yellow spiky balls then go back to cookie level. You can only exit by taking through jelly. Take on the fourth guard as who shoot lightning at you by jumping and swiping your cape. When her crystal ball flashes pink, Treble is come out. Once defeated, climb the card control spell then jump back into the cookie jar for an extra life. Jump over the door to get a couple of cards and an energy sweet. Go in the door.

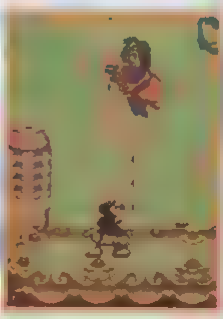
LEVEL 3-3/3-3

These levels are very short, for the first, swim to the bottom right corner and for the second simply crawl under the wall and walk to the right.

LEVEL 3-4

Kill the leaping starfish and keep going. Run fast otherwise rocks from the ceiling fall on your bonce. After three sets of falling rocks you see some water spouts. Step on these to be lifted up. Keep going right and you come to a very different passage consisting of clams and whelks. Clams only kill when they are open so jump over the whelks and onto the clams when they're shut. When you reach two water spouts, jump onto the second and then into the passage in the left wall just below the passage you came from. Crawl under the wall for an energy sweet and invincibility. Go back right and over the spouts then take the bottom right passage. Again this is a whelk and clam passage, use the same tactics then exit the level (you're now in a bubble).



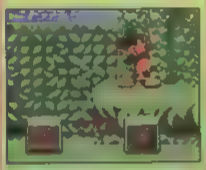


TIPS

LEVEL 2-1

Kill all the shooting cards you can and use magic on the others. These make bridges to reach higher platforms and get you over gaps. Some mushrooms hold bonuses, use others as platforms. Jump onto the Bell Tree and use the magic card to make ledges to climb. Use magic again to make a moving platform across the divide. Collect bonuses. Walk right and use magic for more platforms. When you reach the 'PRESS ME' section, jump on one of the six dice which sink - here's what they do

1 Back to the Bell Tree
2 Nothing
3 Back to the mushroom patch
4 Bonus LEVEL
5 Opens gate
6 Nothing



LEVEL 2-3

Open the gate, walk through the mirror then run, jump the holes, kill thebaddies and avoid everything except bonus bags, watch for the falling chandeliers. Pretty basic stuff, really!

LEVEL 2-3

Jump the holes made by the indestructible woman. Climb the stairs, collect the energy sweet. Keep walking right into the wall to find a secret passage containing life cake. Go back out, left, tread on the switch to light up the glass baddies and identify baddies. Go left, kill creatures, go up the stairs at the end. Get across the spikes, jump onto the carts. Climb the stairs and jump into the box which takes you to a chandelier that slowly falls. Keep pressing right whilst holding down the run button.

LEVEL 1-4

This level is one long corridor. Keep going right killing baddies but make sure you crawl under passages to get bonus bags. End boss time approaches. To waste him, jump on the poles that move and jump and swipe your cape at his head. The poles have to be a certain height otherwise you can't reach his head. When this happens, retreat to the left corner where you're safe. Repeat the process for the victory. Now sit back and watch the excellent end sequence.

LEVEL 2-2

Ride a leaf over small stretches of water. The numbers refer to the screen you're on. Some have two passages while some have one on screen. Here's what the numbers hold in store

1 Nothing. When you come out the bottom, jump straight over the two the two rocks to land on the leaf
2 Nothing
3 Leap over two rocks then duck under three large rocks at the bottom
4 Again duck under three massive rocks
5 Jump and collect the bags but make sure you land back on the leaf
6 Jump over the flames
7 Duck through the white things and jump two rocks on the top passage and on the bottom jump over two more rocks
8 Duck under six flames
9 Jump off the leaf and onto the platforms but don't stop as they crumble under your feet. Jump up and onto another leaf and again jump over the platforms making sure you get a bonus bag
10 Duck the first flames and jump the second. Let yourself go and you arrive at the cloud level.

DONALD

Some of the levels as Donald are vastly different so here's a run down of the easiest route to victory as the lovable duck (all levels which are completed the same way as Mickey will just be listed as 'same')

LEVEL 1-1

The same as micky

LEVEL 1-2

This level starts the same but the spitting plant gobs you to a different level

LEVEL 1-3

Leap across treetops collecting bonuses. Fall down left at the start to land a bonus bag. Walk right to trigger off a rocket. When you reach a small ledge wave your cape at the moving leaf to make it grow for a higher platform. Keep an eye out for these throughout the level - cos the higher you go, the bigger the bonuses.

LEVEL 1-4

The same as Mickey. The Guardian is also the same

LEVEL 2-1

The same as Mickey

LEVEL 2-3

The same as Mickey. The boss is also the same

LEVEL 3-1

The same as Mickey

LEVEL 3-2

The same as Mickey

LEVEL 3-3

Donald is too big to fit under the gap so go out and up to be taken to another level

LEVEL 3-4

Jump across dinghies and onto palm trees. As you jump from dinghy to dinghy watch out for leaping fish. Some dinghies deflate under your weight if you stay too long. When you stand on one dinghy you're lifted by a water spout - jump from there onto another tree for invincibility.

LEVEL 3-5

The same as Mickey's level

LEVEL 3-6

The same as Mickey's level. The boss is also the same

LEVEL 4-1

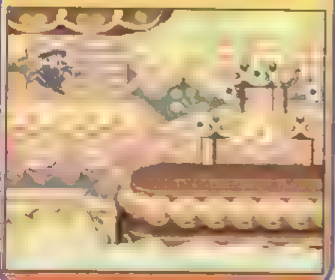
Emerge via a fish bowl. Drop down and go left for two bonus bags. Use the stapler to spring up. Up again, then right. Ignore the energy sweet above the drawing pins, step on the jar and walk across the spray. Fall in the left jar for a bonus level. Emerge and go right, then down and right. Pick up the hat in the right corner then go up using the pins in the board. Go left and fall into the jar for another bonus level. When out, walk left into the curtain box. Walk left when you emerge then go through the open door inside the book.

LEVEL 4-2

Watch out for rolling rocks, dogs and birds when you see a house, there should be a brown thing on the floor outside(!). Wave your cape at it and walk right. A bonus bag falls and smoke comes out the chimney. This trick applies to any house with the switch outside. Climb the bookstairs, step on the brown block through the castle turrets to open the drawbridge. Once inside, flash your cape at the bushes and fountain.

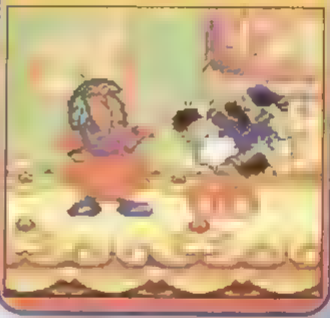
LEVEL 4-3

You're back in the library. Use the stapler to go up, get the two cards and go up again. Go into the curtain box, go down the slopes and into the cookie jar.



LEVEL 4-4

Same (Cookie level). The Guardian is again the same. After you re-emerge from the cookie level jump back into the jar for a 1-UP and jump over the door for two cards and an energy sweet. Go into the door.



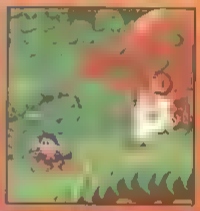
LEVEL 5-1

Same except for the 'PRESS ME' section. Here are the differences in where you emerge.

1. Just after the Bell Tree
2. Opens the gate (but only after you've been to the bonus level)
3. Back to the mushroom patch
4. Bonus LEVEL
5. Nothing
6. More nothing

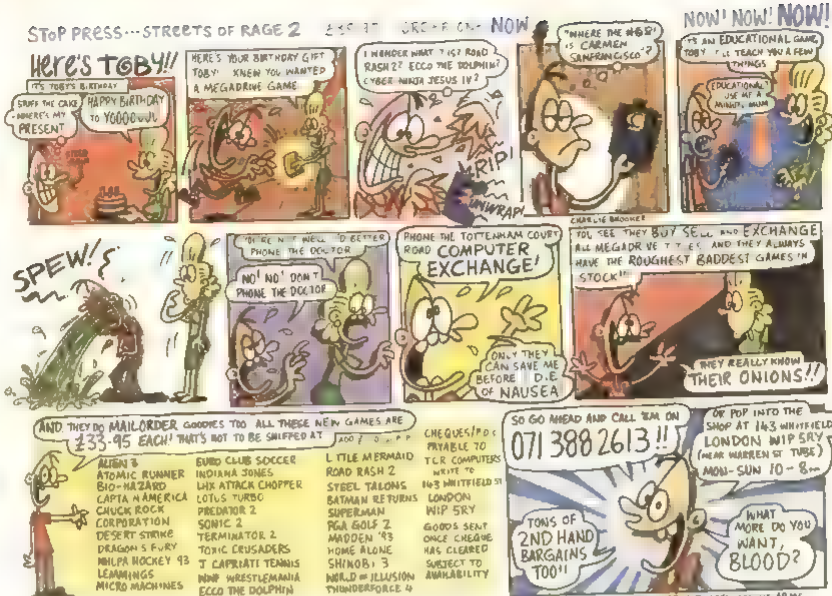
LEVEL 5-2

Ignore the first step and go up the second set then cape the woodpecker. He drills a hole in the ground, fall in it, walk right in the new world and go up, cape the man on the spring and stand on the spring. When you emerge, go left and cape the woodpecker. Again, fall into the hole. Go up the steps in front of you and go right and cape the springy bloke. Go onto his spring (you should now be in the green level). Go up, left to the woodpecker. Fall down the hole and walk right into the door.



LEVEL 5-3

Same level, same end boss then a slightly different end sequence.


STOP PRESS···STREETS OF RAGE 2 ··· NOW
HERE'S TOBY!!
IT'S TOBY'S BIRTHDAY
STUFF THE CAKE - WHERE'S MY PRESENT
HAPPY BIRTHDAY TO YOOOOOU!
HERE'S YOUR BIRTHDAY GIFT TOBY! KNEW YOU WANTED A MEGADRIVE GAME
I WONDER WHAT THIS ROAD RASH 2? ECCO THE DOLPHIN? CYBER NINJA JESUS IV?
RIP!
UNWRAP!
"WHERE THE #@$! IS CARMEN SANFRANCISCO?"
CHARLIE BROOKER
NOW! NOW! NOW!
IT'S AN EDUCATIONAL GAME TOBY I'LL TEACH YOU A FEW THINGS
EDUCATIONAL? USE MY A MINUTE, MAN
SPEW!
"I'D BE NOT WELL 'D BETTER PHONE THE DOCTOR"
NO! NO! DON'T PHONE THE DOCTOR
PHONE THE TOTTENHAM COURT ROAD COMPUTER EXCHANGE!
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RAMPAGE

For a continue, press Button 1 and 2 together. For a second continue press UP, LEFT on the D-pad and Button 1. If you can't finish it now you must be a complete plank as Dave Shannon Liverpool so tastefully pointed out.

OPTIONS

If you really want to be a totally underhand cheat (but nevertheless a winner) check out this crafty tip from Craig Davis of Renfrewshire, Scotland. Apparently, every time you score an own goal it will score a normal goal — whoopee!

CHOPLIFTER

Press UP, DOWN, LEFT, RIGHT and Button 1 on the title screen for a Level Select. A fine tip there from Martin Kleman of Stockholm.

TIPS

QUARTET

Press PAUSE 14 times on the title screen for bigger bullets. Sounds good eh? Well, you have the man Martin Kleman of Stockholm to thank for that.

To gain those much-coveted seven crystals all in one go just tap in the following code:

GOLVELLIUS

J7VZ HEQV AWPJ 4238
36AL PQLH MRLV

BUBBLE BOBBLE

Here are two handy codes for this brilliant platform game:

ROUND 48: IEWABUAN
ROUND 100: IE7CB7BT

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TIPS

The very minute the Megadrive conversions of Ecco the Dolphin cartridges arrived from the States, Rich joined the queue to get his hands on the perhaps the best Megadrive game ever produced. Here, after hours and hours of exhaustive play is his guide to get you through the first ten levels - up to the mysterious Big Blue Whale.

LEVEL 1 - DOLPHIN CENTRAL

In this bay, you're able to practise all of your uncanny dolphin skills. Singing to each of the dolphins yields some pretty useless information - all of which is in the manual. Just dive down deep and shoot skywards to finish the level.

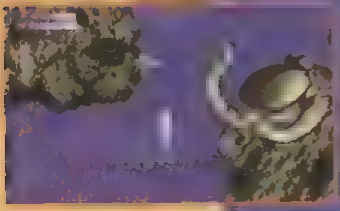
PASSWORD: NONE

LEVEL 2 - STORM AFTERMATH

The storm has whisked all of Ecco's marine pals away - now he has to find them. Swim right and leap over the island. Dive deep and go left past the air-cave, then down to a cave containing the first glyph and a helpful killer whale. Absorb the glyph song and return to the surface. Swim to the far right and follow the cliff down. Sing to the glyph and leave the level.

PASSWORD: NONE

Get your bearings, then find the exit.

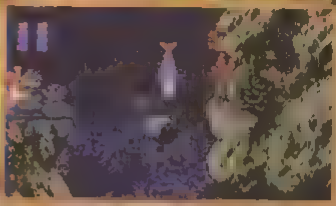


LEVEL 3 - UNDERCAVES

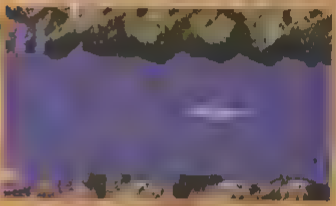
[illegible] clear your path. Shoot through the [illegible] to the down-right. Nudge the shell towards the rocks. You will have seen a passage to the right of the shell. Go down it, get some air and absorb the glyph power before returning to the blasted rocks. Sing at the glyph and swim right. Swim [illegible] swim left to find the glyph. A glyph is directly below the octopus. Sing at it and move on. Swim left, find the glyph, swim right and sing at the blocking glyph. Easy.

PASSWORD: TVNAINCY

ecco the dolphin



Slipstream behind the rocks to progress.



The starfish can kill the enemy fish.

Push the red shell into the wall of rock.

LEVEL 4 - THE VENTS

There are three dolphins to locate at the depths of the ocean. One is at the far-left, one in the centre and one at the far-right. If the currents stop you from travelling down, nudge a rock into the channel. Follow behind the rock in its slipstream. If you want to complete the level quickly, go to the far right and travel down. A key glyph is near the bottom, to the left with the exit being one of the tunnels to the right.

PASSWORD: IEMTSQBA

LEVEL 5 - THE LAGOON

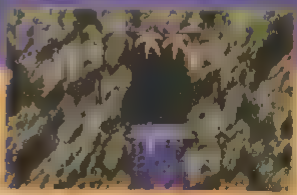
Guide the starfish towards that rock.

Swim straight down, collect the dolphin, return to the [illegible] and swim right to [illegible] of your pal. Travel to the far-left and then swim down and knock the rock-eating shell down. Follow it down and enter the cave. Collect the key glyph song and get the dolphin to follow you. Now, use your song to prod the rock-eating starfish down and left. Take the starfish back to the entrance to the cave and use them to eat through the rock. Travel back to your starting position. Go down and right and you should find an octopus. Scout around and you should find some more starfish. Feed them to the right of the octopus. From there on, finding the last dolphin and completing the level is pretty simple. Watch out for the crabs though!

PASSWORD: IIQPACCA

LEVEL 6 - RIDGE WATER

[illegible] yourself down. From the [illegible] way system. This level is very tough, as [illegible] air is a precious commodity. Make sure you remember where the last air cave [illegible] complete this level on your first few [illegible]



PASSWORD: ENJZZKGO

TIPS

Beware the rampaging ice spider below!

LEVEL 7 - OPEN OCEAN

PASSWORD: IEMTSQBA

LEVEL 8 - ICE ZONE

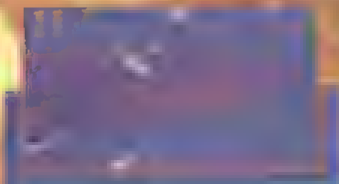
PASSWORD: GULWFDFU

LEVEL 9 - HARD WATER

PASSWORD: XJIAYREH

The exit... very tricky!

Getting here takes some effort.



LEVEL 10 - COLD WATER

PASSWORD: XVSWXREY

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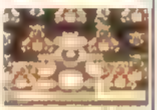

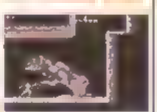

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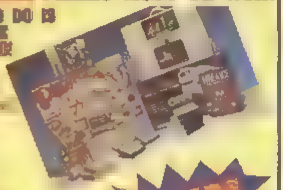

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1 PLAYER

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OPTIONS

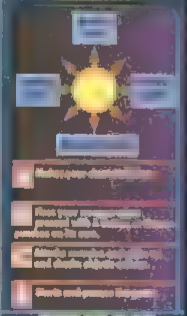
CONTROL: JOY PAD

SKILL LEVELS: 3

RESPONSIVESS: REASONABLE

GAME DIFFICULTY: EASY

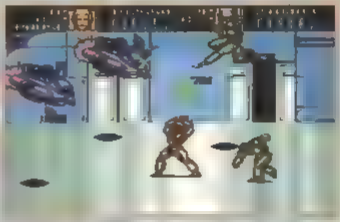
HOW TO CONTROL



CAPTAIN AMERICA and The AVENGERS

It's official never trust a redhead. Apart from the fact that they tend to look like lobsters in the summer and rather unpleasant ghosts in the winter, they definitely smell of baked beans all year round and have vicious tempers to boot

And Villain Extraordinaire, Red Skull is no exception. In fact, since he don't even disguise his auburn topping with a nice dye, the effect is magnified a thousand-fold. To wreak his revenge on the sweet-smelling blonds and brunettes of the world, Red Skull's got himself a device to control the minds of America and presumably burn off their flowing locks. It's up to Captain America and his mucho macho crew — Hawkeye Vision and Iron Man – to lay on the superhuman strength, save the world and come up smelling of roses (but not red ones).



Ironman's repulser beams lay into the flying armoured pursuits of the Red Skull.

Hawkeye's arrows sure [illegible]

P -P-P-PICK UP A POWER-UP

Ironman and the Vision team up to destroy the evil that is the Sentinel.

REVIEW

[illegible]

There are four swishy super-heroes to choose from the ol' Cap n himself, the mighty Iron Man — a seriously weighty opponent, the sharp-shooting Hawkeye and Vision. Each has his own strengths and weaknesses along with their own armaments and special weapons.

CAPTAIN AMERICA The big bossman of the Avengers. The Captain used to be a freelance artist named Steve Rogers before getting a yen to become the living symbol of liberty, justice and the American way (Route '66 presumably). He was part of the 'Super Soldier Project' which kitted him out with an unbreakable shield and scored a big ya boo sucks against the Nazis.

IRON MAN After stuffing his face for too many years, it came as no surprise when the heart of Tony Stark, President of Stark Industries and inventor extraordinaire turned up its toes. Fortunately, before he completely snuffed it, he managed to make himself a metal heart to keep him ticking over. He became so attached to this that he designed himself a swanky suit to match. He can now shoot repulsor beams from his hands and weigh a massive 425 pounds without being called a fat git.

HAWKEYE The superhero with a never-ending supply of arrows, where he keeps them we dare not ask. Hawkeye, former adventurer, ace shot, possessor of super-human sight and dexterity and major MASH fan, used to be called Clint but it's not something he likes to be reminded of.

VISION The android with the mostest. Vision, a keen biologist and engineer, is empowered by light gathered by the gem in his forehead which converts at will to a super go-fast solar beam weapon. He is perhaps, the only machine on Earth that's actually married.

Vision's so hard, he doesn't mind being fried by Mandarin's deadly Kill-Beams.

SHOOT THE BEAT

This weird hybrid of a game is a shoot 'em up and beat 'em up combined. In some sections you can decide which way you want to play it — punching hell out of the enemy, picking up barrels, spanners or rocks to chuck at them or shooting your character's particular weaponry at them. In others you go under water, or take to the skies where it's shooting time only. Then in training mode you can practise your skills against each other. Jump, punch, shoot, escape or defend — the choice is yours.

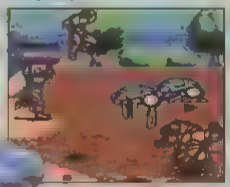
Vision redefines the term 'menage a trois'.

COMMENT

THANKS TO...

A big "ta!" to Computer Games of London for supplying us with our copy of Captain America and the Avengers. Their telephone number is 081 998 6555.

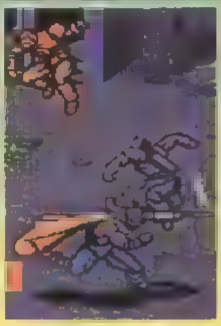
Cap improvises with his weaponry.



REVIEW

FEE FI FOES

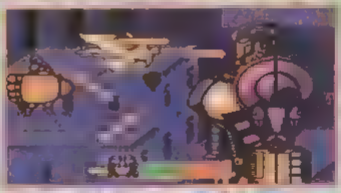
Naturally, the five stages ain't going to be a doddle, you're going to have to face some decidedly unpleasant personages along the way each have their own special way of causing you severe pain and agony and all score you points when you blast them out of the water (or the sky or whatever) The likes of Whirlwind with his vicious tornado attack picks you up 15,000 points if defeated, the Grim Reaper with his whirling tool scores you a tasty 25,000 smackers, Ultron with his eyebeam, spinning tackle and red hot pillar of fire picks you up 40,000 if wasted while scary monster Mecha Red Skull with his punches, machine gun shots, tornado attacks, chest beams and swinging magnet balls is a snip at 70,000 points



Enemies charge around as Ironman poses.

This strange-looking fellow is pathetic compared to the might of Cap and Hawkeye.

Red Skull details his evil plan. The red



A strang[illegible] faces up to Ironman

COMMENT

PRESENTATION 65

52

69

PLAYABILITY 76

66

OVERALL 67

Initially very good fun but it looks awful and the thrill soon wears off — not a terribly original or inventive conclusion, I'm afraid to state but 'am up of this type, check out the incredible Streets of Rage II.

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REVIEW

BATMAN

1 PLAYERS

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BY: SUNSOFT

RELEASE: OUT NOW

OPTIONS

CONTROLS: JOY PAD
CONTINUES: UNLIMITED
SKILL LEVELS: 1
RESPONSIVENESS: GOOD
GAME DIFFICULTY: MODERATE

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Batman Returns is a conversion of one of the biggest blockbusters of last year's...

THROWS THE BATARANG AND PUNCHES AT CLOSE RANGE.

JUMP, FIRE THE GRAPPLING HOOK AND HOLD TO GLIDE

Guide Batman through levels while dispatching his enemies — and boss to progress...

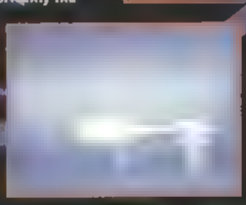
Bruce Wayne, he of the macabre fashion dress tendencies and profound lack of humour, has witnessed many crimes in his gloomy life — most of which he wishes he hadn't, yet nothing that a well controlled psychosis can't handle. As Batman, Bruce is the villain's nemesis — a fly-by-night, swooping spanner in the works for all would-be master criminals. The most recent mayhem makers are Catwoman, lashing out with whip, lip and hip beside her fellow

Of course it's up to Bruce, as Batman, to put a stop to anything that the terrible two are planning (currently the kidnapping of an

for as he

Circus Gang in

and it's got the job of exercising control



CAPERY JAPERY

There is more than one way to cross the occasional gaping chasm of doom. If there is no place to attach the grappling hook and thereby swing across, Batman may chance an extended leap, with the aid of his cape. Keeping your finger on the jump button after leaping causes Batman to open his cape and glide a few pixels more to safety.

COMMENT

can complete with ease, yet

BAT TO HIS ROUTES

Batman has a choice of routes to take on his way to the final confrontation with the Penguin. Route [illegible] is always easier as it [illegible] Batman with slightly less [illegible] and enemy [illegible]. However, [illegible] advised to take the second route for

BY HOOK AND BYE CROOK

You may marvel at the web-slinging ant... Spider-Man and gasp at the billy club-relat... mallery Ourobovil but Batman swings wit... east of them too! There are many occasions ...ghout his mission where a grappling hook ...ss itself. Sometimes it is a ledge too ... out of reach, a grapple makes short wo... or even a peril... in the ground that is ... swung over. The grappling hook is also ... inful should anyone find themselves on the ... end of it — use it to dispose of foes that your other ...apons can't reach.

▲ *Batman hates ballpits!*

BAT BOOST

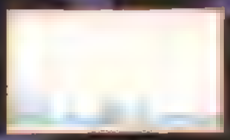
...o fun... ...our ... ...ardest ... ...bats ... ...in specific locations, happily flapping ... wings ... ...deliver ... ...rients ... ...master. To ... his gratitude Batman chucks a Batarang at them. Shock! These are the rewards of such malice!

... ...ature of just one of the doomed animals.

● **EXTRA SPECIAL:** The ... ...vides Batman with an extra special attack.

● **HEART:** A whole-hearted ... that replaces four ... ...points.

... ...ts are for the taking, ...you collect this icon.



▲ *My, what a big drainpipe!*

BATTERY

Batman has a selection of small artillery to choose from along with a rather more formidable special weapon that he employs in tight situations:

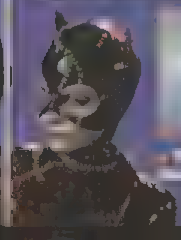
● **LONG RANGE BATARANG:** The least powerful of Batman's inventory, but the ... knocking the Circus G...

● **MEDIUM ... BATARANG:** Batman's run-of-the-mill ... Not the most powerful but by ... most useful ...

● **... RANGE ...** ...weapon that causes th... Batman is required to ge... the ...ange of this Batorang ...

● **SPECIAL:** When the going ... ca... on his marvellous ... ...portation for extra ... For the first three ... the Batmobile ... dropping high ex...sive mines. The last ... ...place in ...

...ing retuse of the Circus Gang.



... ...ful Batorang is

COMMENT

...hetul, all the graphics ...

...choice of two routes in each level is a bit... ...or a bonus consisting ... this attractively ...gives the player two games in one, the ...

...challenging than the first. The boss char... ...

...ing here when compared to ...

...the cart will pose much of a challenge to ... ...experienced gameplayers there is still ... plenty packed in here to sustain interest.

...available, Batman Returns is definitely a ...cart to consider adding to your collection.

▲ An extended intro and 'cinematics' leading into scenes make for high class presentation. The music selection screens are stunning and mood inducing.

▲ Very good and, in places, atmospheric. The large open levels are well done to expand... ...by excellent. The choice of colour, definition and animation are all of the highest calibre.

▲ Atmospheric music, and crisp sound effect...back up the action well.
▼Occasionally there are some dreadful, rather out-of-place bass notes — that sound more at home on an 8-bit computer.

▲ The control of the main sprite is very ... smooth and accurate.
▼ The gameplay ... could've done with ... having a lot more variety.

▲ Given the choice of two scenic routes, that the game offers takes the fun right to the end.
▼ The short levels and easy bosses at the start of the game don't leave much hope in the way of longevity.

A solid effort by all accounts. However it is too short lived; expert players should find themselves completing the game rather quickly. A definite buy for novice players.

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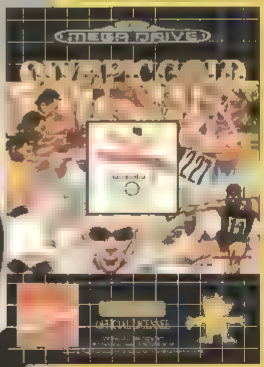

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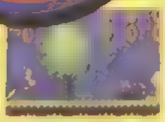
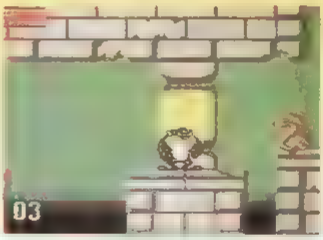
GAME GEAR

1 SONIC THE HEDGEHOG II
2 BATMAN RETURNS
3 SHINOBI II
4 INDIANA JONES AND THE LAST CRUSADE
5 GEORGE FOREMAN BOXING
6 TAZ-MANIA
7 PRINCE OF PERSIA
8 DONALD DUCK
9 SONIC THE HEDGEHOG
10 OLYMPIC GOLD





MEGADRIVE

1 SONIC THE HEDGEHOG II
2 WORLD OF ILLUSION
3 ROAD RASH II
4 TOTHE TURBO CHALLENGE
5 INDIANA JONES AND THE LAST CRUSADE
6 BATMAN RETURNS
7 TAZ-MANIA
8 ANIPM ROCKET '93
9 JOHN MADDEN FOOTBALL '93
10 THUNDERFORCE IV

charts, but there are a massive [illegible] Madden '93 and [illegible] Sega provide the goods in the [illegible] Thunderforce IV and Batman Returns. Hurrah!

ARTS

Here they are — the charts! So, you like looking at lists of games do you eh? Well, you've come to the right place. Examine the following lists to discover for yourself which games have been "shifting the most units" as distribution people like to say.

MEAN MACHINES GAME GEAR CHART

1 SHINOBI II
2 SUPER KICK OFF
3 DONALD DUCK
4 PRINCE OF PERSIA
5 WORLD CUP LEADERBOARD
6 SONIC THE HEDGEHOG
7 SHINOBI
8 CHUCK ROCK
9 SUPER SPACE INVADERS
10 WIMBLEDON TENNIS

in your collection! Next month, the ultimate in Megadrive games shall be revealed. Ooh!

MASTER SYSTEM

3 THE SIMPSONS
7 SUPER KICK OFF
9 WIMBLEDON TENNIS

by the lack of movement re Sonic II. It remains at the top, — and could topple the month. Taz-Mania arrives in

1 PLAYER

BY TRADEWEST

RELEASE OUT NOW

OPTIONS

SKILL LEVELS 1

ORIGIN

This is an almost perfect conversion of an old Nintendo NES game called Pro-Am.

HOW TO CONTROL

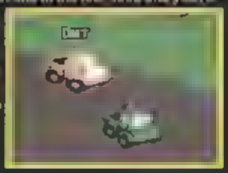
CHAMPIONSHIP PRO-AM

So, you fancy the idea of high-speed racing, but shy away from the prospect of explosive crashes and horrific bodily damage? Well, why not take part in the RC Pro-Am — a race that involves no risk whatsoever because the cars are actually radio-controlled (and on a TV screen as well)?

Championship Pro-Am is a Megadrive conversion of the ancient (but still 'kin ace) Nintendo game, featuring all the radio-controlled, high speed tomfoolery you could ever hope for.

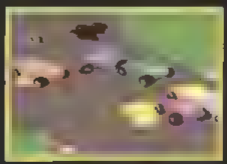
The basic idea of the game is remarkably simple. Just take control of your tiny speedster and battle it out with five computer players on the Pro-Am circuits of Doom! Collect power-ups and bonus letters to improve your vehicle and race to reach the chequered flag before any of your computer-controlled racing enemies!

Reach the finish line in the first three and you're able to race on the next level of the Championship. Fail and it's game over and you'll have to do it all over again. So there.



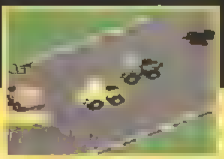
TAKE A LETTER MISTER JONES

During each race a bonus letter awaits collection. When you've collected the set, you're awarded a massive bonus along with a jazzed-up motor! There are three different vehicles in the game - a speedy 4x4, a souped-up station wagon and a hyper-fast sports model!



▲ By all the gods of spawn...

▲ Flat tires all round! Oh no!



▼ Nigel Mansell tactics ahoy!

BEWARE OF HAZARDS

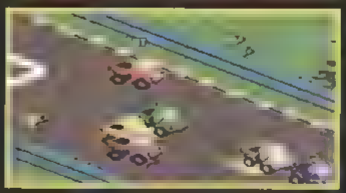
There are plenty of hazards on the Pro-Am circuit destined to make your life more than a little difficult. Here's the lowdown.

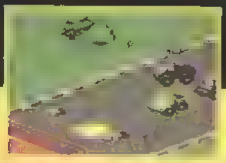
These are perhaps worse than the pop-up walls! They skid you off the road, turning your vehicle into a horrible fireball (unless you've collected a roll cage!

REVIEW

A RARE COMMODITY

Championship Pro-Am is the first Megadrive game from Rare — a company responsible for some of the best games available for the Nintendo NES. This company used to be known in this country as Ultimate Play the Game, who came up with amazing games like Knight Lore, Underwurlde, Sabre Wulf and Lunar Jetman! Let's hope that Championship Pro-Am isn't their last Megadrive title.





Deadly. Steam into one of these at speed and your vehicle explodes! Ouch

This has the same effect as the puddle but moves around a bit to confuse you

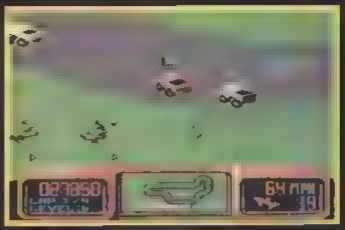
PUDDLE The most common hazard. This puddle of water just slows you down a tad.

COMMENT

RICH

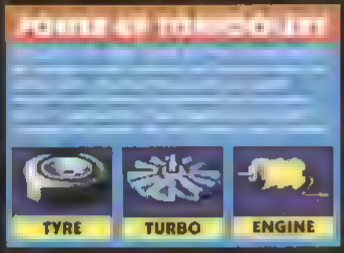
I'm glad to see a brilliant bunch of programmers like Rare producing fine wares for the Megadrive — and I'm equally glad to see a conversion of RC Pro-Am for the 16-bit machine. The gameplay here is super-addictive, even though the graphics and sound seem a bit simplistic. I was glued to the Megadrive for hours trying to get my hands on the sports car — and when I did it there were still 12 more levels to conquer! However, the problem with this game is that the fun is quite short-lived. The levels aren't really much different and after a week or so, you do get bored with the game. Also take away the isometric perspective and you have a simplistic version of Codemasters' amazing Micro Machines. Although Championship Pro-Am is a good laugh, I'd recommend waiting for the release of Micro Machines, which also has a two-player mode — something sorely missing from this game.

REVIEW



▲ Come back! Come back! Grrr, why I oughta!

▼ Challenge the master eh? I think not.



COMMENT

Although this is a novel twist to the racing format, Championship Pro-Am doesn't provide enough thrills and spills to cut the mustard. The responsive controls feel good and allow swift manoeuvring and the nicely detailed graphics give this a really solid 3D look, but where Pro-Am falls down is in its lasting appeal. It's quite challenging, but there aren't enough courses and the basic racing format changes little from level to level, resulting in fairly swift boredom. Another downer is the lack of two-player mode — a split screen head-to-head option would have made it a runaway winner, especially with the weaponry, but unfortunately blatting a computer car simply hasn't the appeal of knocking a human opponent off the road. Micro Machines is a similar type of game and offers far more entertainment and satisfaction, and there are plenty of traditional racers like Road Rash II, Super Monaco and Lotus which are far worthier purchases than this.

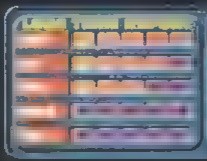
POWER-UPS

There are two different weapons you can strap onto your meter which come in handy for blowing up any computer controlled vehicle that dares overtake you.

So if an enemy vehicle has just sped ahead of you, eh? Well, just let loose with one of these bad boys and they're history. If you can aim properly, that is.

When you get to the front of the race your top priority should be staying there. This is where the bombs come in handy. Just drop one behind you in the path of an enemy vehicle and snigger as yourself as they explode in a ball of flames. Ha!

▲ Out of the way scum!



PRESENTATION 49

▲ The game itself is packed extremely well but the problem

GRAPHICS 63

▲ Well, the scrolling's smooth and the graphics do their job.

SOUND 63

▲ Some of the sound effects aren't bad at all but the tunes really irritate the shoes off you.

PLAYABILITY 68

▲ Championship Pro-Am is certainly easy to get into, with the controls on the vehicles being responsive and logical.

LASTABILITY 73

▲ There are loads of courses and cars but they all look the same with only the

OVERALL 72

A brilliant conversion of Nintendo SC Pro-Am, but we're sure there could have been a lot more variety in both the graphics and the gameplay. Micro Machines is the better racing game — go for that instead.

MICRO - TRONICS

77A MARKET STREET, TAMWORTH, STAFFS. MAKE CHEQUES & OPE[illegible] LE TO [illegible]RONICS

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1-2 PLAYERS

GEMFIRE

The land of Ishmeria was on a right place to be in ancient times. Okay so the coast line was a bit flat the people were the most boring sort of peasantry and I did get a bit chilly in the North at Crimble (but like GB). However nothing terrible happened. Two wicked sorcerers, arriving on magic clouds, decided to cause strife and such like. Until a wicked sorcerer called Zemmel arrived on a magic storm cloud and started causing strife. He brought a rather big dragon with him which started roasting peasants aplenty. He was defeated but only at the cost of two of the realms best magicians, the equivalent of losing Paul Daniels, The Great Suprendo, A. Bargo and three of their mates. They succeeded in defending the kingdom but were turned into gems in their dragon slaying efforts. Well this was all fine and dandy until a power hungry king called Esel red put the gems into a crown and started using its powers recklessly in a bid to control the whole island.

The person who stopped his little game was his daughter Robyn. The little minx prised out the jewels and threw them far and wide. It just so happened that each ruling family in Ishmeria managed to get their hands on a gem and freed from the crown they turned back into human form. You are one of these lusty young nobles and with the aid of your magician it's time to overthrow Esel red, conquer the kingdom and rescue Robyn from her rather insanitary dungeon.

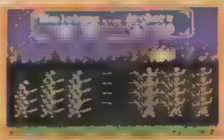
WE ARE FAMILY

Ishmeria is governed by four families, the names and lands of which change depending on the scenario you play. Each family controls its lands from a home region sending out orders to all the regions flying its flag. The game is easier if you pick a large family like Blanche in the North or Lyle in the West. These families have strong leaders and fighters, like Princess Erin and Ander.

TACTICS

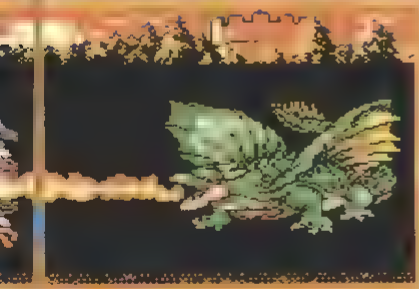
The tactical part of the game comes into play when you launch an attack on an enemy region. The screen cuts to an overhead battle view, with a simplistic terrain of trees, hills and rivers laid out. The objective is simple, reach the enemy flag with one of your units before your food runs out, or he reaches yours.

Calm down kids, despite the realism, it's just a simulated battle-scene. No casualties.



TAKE MY ADVICE

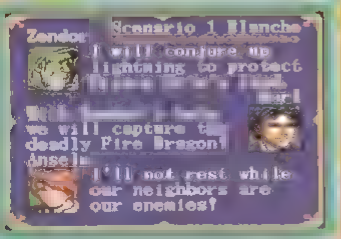
At the start of the game, you are offered a choice from four counsels. This array of wise men and jesters offer advice if you ask for it (using the A button). Each has their own approach to the game like the shrewd Eldrow, or the noble Jade. It is in effect a help option, that reminds you of how to strengthen your lands and forces.



ARMY

Your bog-standard army consists of four 'units', with all your troops split equally between them. Two of these are Knight units, who are able to erect and break barricades, and fight at close range with swords. In addition, you have a company of Archers who have a longer attack range, but are useless close up. The last standard unit are the Horsemen who have the ability to travel large distances in a single turn.

But that's not all! The best idea is to bring a fifth unit with you, to tip the balance in your favour. This could be one of the Magicians loyal to you, or a hired mercenary band of Orks or Skeletons.


Scenario 1 Blanche
I will conjure up lightning to protect
we will capture the deadly Fire Dragon!
I'll not rest while our neighbors are our enemies!

COMMENT

GUS

For the past few months there has been a steady trickle of strategy games, like Mega-Lo-Mania and Powermonger, for the Megadrive. Now there's Gemfire, probably the most complex game of them all. In terms of graphics and sound this isn't very appealing. It looks like a 1990 vintage Megadrive title, with flat presentation and naff battle scenes. The graphics used in combat sequences are very simplistic, even comical, and the accompanying noises suit them. Also, the scenario about Ishmeria and the crown jewels is pretty naff, and doesn't add atmosphere to the game. However, as with most strategy games, the value is in the game, and Gemfire proved to be a totally absorbing experience as I battled to increase territory and amass armies. The game plays the same as Risk — a fave board game of mine, and having the option to fight a friend is a big plus. Despite the lacklustre appearance, I couldn't stop myself until I won the game which took hours (thankfully there's a save game option). I did manage to complete the easiest scenario on my first try, which is a cause for concern, but there are three more to try, and a human opponent adds a lot of challenge. This title is strongly recommended to strategy fans, but not one for anyone into fancy presentation.

STRATEGY

The biggest slice of the game is a Risk-type strategy game. A map of Ishmeria is presented on the right, and the window on the left shows details of the current highlighted regions. From this screen you make all your kingly decisions, and assess all the stats you could wish to see.

STATS

There are lots of stats to view — each is presented with an icon. Region stats show you six different facts about the region, the region

Used to buy troops and wage war

Food is vital to maintain your population and army

ARMY Your most vital asset its size s shown here

A measure of the harvest potential of your land

DEFECTION Your castle strength, against invaders and nature

LOYALTY Marks the respect the people owe you

REVIEW

COMMANDS

On the main display your are able to make strategic decisions in four separate areas.

WAR This menu has options to ATTACK another region, RECRUIT men from this region, MOVE TROOPS to another region under your control or HIRE MONSTERS as mercenaries.

DOMESTIC This menu contains peaceful options that enrich your lands. You may INVEST in land for cultivation, or PROTECT your castle from attack. Also you have the choice to TRADE food for profit or GIVE FOOD to the people to increase their loyalty.

DIPLOMACY Here intrigue and politics take charge. Options exist to sue a family to SURRENDER or just persuade one region to DEFECT to your side. Friendly rulers ask to ALLY themselves with other families, whereas devious types will lump at the chance to SABOTAGE lands.

VASSAL The final commands are there to provide assistance. VIEW offers you a rundown on the stats of every region and a chance to see the powers of the wizards. CHANGE LORD places a different lord in command of a region. ENTRUST is a way of quickening the game since a lord or Lady will guard a region automatically. Finally SEARCH is a way of locating special objects or troops in enemy regions.

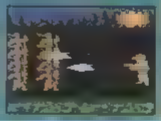
COMMENT

JAZ

Normally, the merest mention of a strategy game is enough to send me scuttling away to the nearest brain-off blaster. Especially when it features cacky graphics and sound. But here I am writing this comment after playing Gemfire for several hours and, very much to my surprise, I'm gagging for another go. There's something about it that's really addictive. Although it looks complicated, it's actually very easy to pick up, and once you start getting into the action and get your campaign going it's really difficult to stop playing. The gameplay is very rewarding, and the feeling of achievement when you repel a huge army, or conquer an opponent is great. The two-player option is also a real bonus and adds an extra element to the action. If you're after something that's both challenging and different, check out Gemfire — I think you'll be surprised at just how entertaining a strategy game can be!

NOW THAT'S MAGIC!

Each family has a magician he may employ as a fifth unit, and gains more if he beats other families. Some have awesome powers — like Zendor's lightning bolt or Psyrus' meteor showers. Most are far more effective than normal units. The object of the game is to get all six Magicians and the Dragon to travel to control. However, each Magician has a fixed resting time he must take after each battle which puts him out of action.



ONE/TWO-PLAYER

One of the most exciting aspects of Gemfire is that you may select a head to head option where two players battle it out as the heads of different families. Turns are taken alternately.

PRESENTATION 89

GRAPHICS 57

SOUND 55

PLAYABILITY 84

LASTABILITY 85

OVERALL 84

One of those strategy games that proves compulsive despite it's looks — like a sweet like liquorice. But it's strategy too early and might not appeal to Megadrive-owning action fans.

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HAND-HELD

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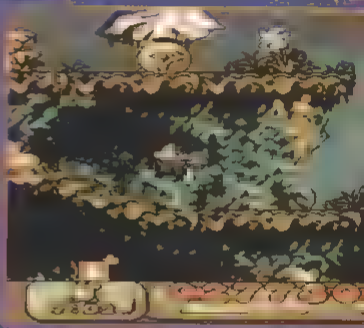
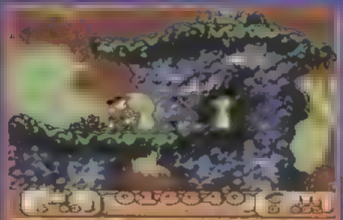
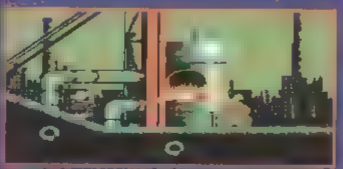
1 PLAYER

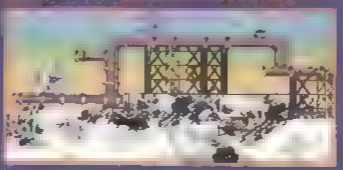
MICK GLOBAL



Let's "face" it, there's not "mushroom" under here. Come on, let's just shoot off Macdonalds mustard splattering Alvaaaay!





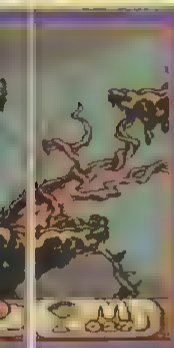


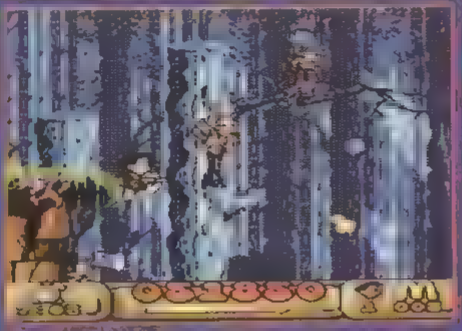
RICH

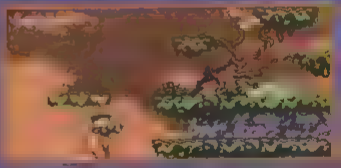
Mick and Mack: Global Gladiators is the slickest platform game to hit the Megadrive since Sonic the Hedgehog II. The smoothness and polish of the game is excellent — the presentation is superb. The graphics and sound are awesome too — obviously the programming team has spent a great deal of time on this game. So, why isn't Mick and Mack a Megagame then? Well, the problem is lastability. In EASY mode, I finished the game on my third go. NORMAL mode lasted a day more. Only with the DIFFICULT setting did I find myself taxed, but by then I'd seen the whole game... twice! Why oh why didn't they make the DIFFICULT mode the default setting? Or if that wasn't good enough, why didn't they take out the single continue and cut down the number of lives you have by half. I really enjoyed what Mick and Mack had to offer, but the EASY and NORMAL difficulty setting really spoiled it for me.

REVIEW

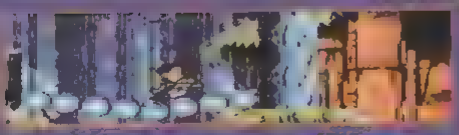
MACK GLADIATORS

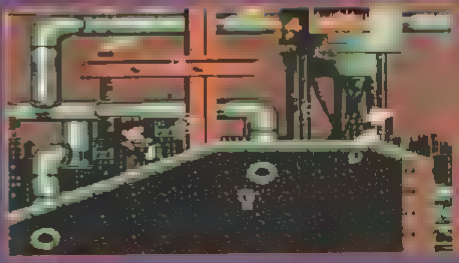






Bless you! Wow that's some cold you have!





So this is how they cook those damn Big Macs huh?

REVIEW

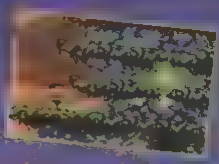
COMMENT

LUCY

Why [redacted] have endorsed such an environmentally friendly game I haven't a clue — it's a bit like Saddam Hussein promoting the Peace Corps! But I guess their motives are irrelevant because when it comes down to it, this is a superb looking and sounding game. The music's fab — riotous get-down-and-boogie tunes and fantastic sound effects. The sprites are big and bold but although it's all very right on to have one black and one white kid, it would have been a vast improvement to have some difference in their playability factors. The backdrops are gorgeous and the smooth scrolling is some of the best I've seen. The gameplay's fast, brilliant fun and utterly addictive but heed this warning: Play this on DIFFICULT level only because on NORMAL and EASY it's too much of a doddle and once completed there's not that much to bring you back for more.

Mock shoots off his slimy yellow stuff. Urghh.

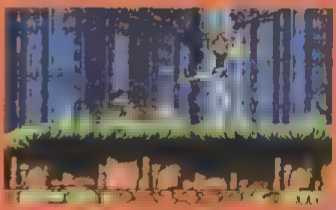
▲ Mind the rabid ice-bats of Steam, Marion.



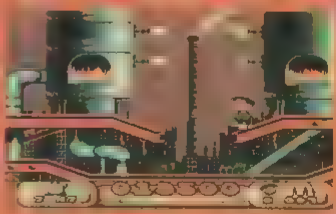
LEVEL PREVIEW

STAGE ONE: SLIME WORLD

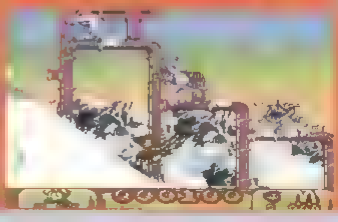
STAGE TWO: THE FOREST

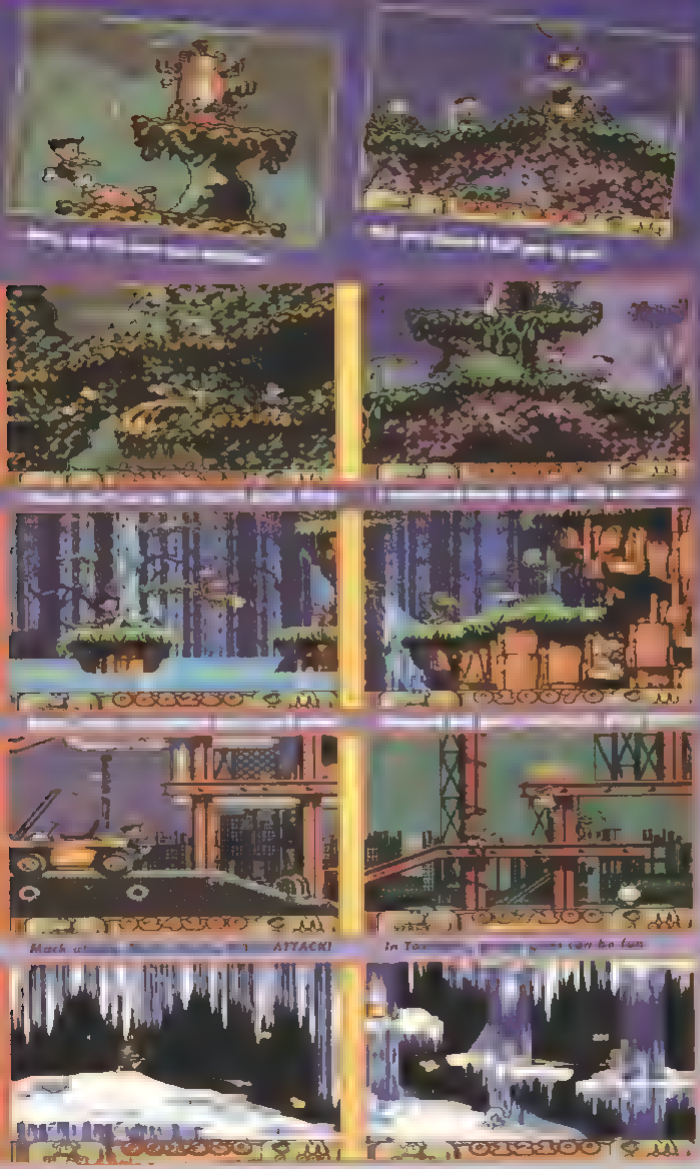


STAGE THREE: TOXITOWN



STAGE FOUR: THE ARCTIC





PRESENTATION

94

Superb. The game has a massive option screen and loads of different settings to create. You can even practise playing the bonus games from this screen.

GRAPHICS

92

The sprites and backdrops are mostly excellent. The animation switching is a second or two slow.

The graphics on the Testament level are a real unburdened watercolour to the rest of the game.

SOUND

91

Nick and Mark is lumbered in this department too. The spot effects are good and there's loads of digitised speech and effects voices. The bonus-game music on the bonus screen is brilliant.

PLAYABILITY

87

Fast and furious shooting platform action that's very addictive from the word go.

Apart from the volume of enemies, there is little difference gameplay-wise between each level.

LASTABILITY

70

There's a lot of difference between difficulty levels, and the HYPERCHIEF level is quite memorable.

Unfortunately, the game's spoiled by the lack of difficulty in the EASY and NORMAL levels.

OVERALL

80

Superb in the graphics, sound and presentation departments, Nick and Mark is a real blast to play for a while, but lacks lastability.

REVIEW

1 PLAYERS

PRICE [illegible]

BY SEGA

RELEASE OUT NOW

OPTIONS

CONTROL: JOY PAD
CONTINUES:SAVE GAME
SKILL LEVELS: 1
RESPONSIVESS: GOOD
GAME DIFFICULTY: MEDIUM

1ST DAY SCORE

CHAPTER TWO

GRAPHICS

Defenders is a menu driven RPG which resembles the Final Fantasy series rather closely.

[illegible] CURRENT MENU

SELECT HIGHLIGHTED COMMAND

CHARACTER STAT [illegible]

FUN

Move round the country, select commands, Fight battles, solve puzzles and defeat the Snake King.

They say history repeats itself, and sometimes that's correct. Take the kingdom of Shanadar. Its troubled history began in ancient times, at the hands of a wicked old mage called Ambiran. His personal crusade to bring bad times to Shanadar was foiled by a clever wizard, Jamseed. But wouldn't you know, the Snake King popped up and the nation had a 1000 (count 'em) years of misery!

Then the great warrior Folldeen arrived and overturned the evil, and all was well... until a mysterious new power arrived — the Empire of Efloat began to prosper by the old evil powers. As the young Prince of Shanadar, Efloat's rise troubles your mind as you wait for your guest, Princess Mahamood to arrive. Little do you know that the land will soon be embroiled in strife yet again...

DEFEND OF

[illegible] THAT PARTY!

You are not a one. In fact the Prince finds three other allies each of whom have an interest in fighting Efloat. The first and most important is the Genie of the Lamp. His powerful magic proves to be essential. So,eem the Captain's son joins you to avenge his father's murder and the last person is Agmor, is a scallywag you meet in a dungeon.

COMMENT

Anyone familiar with the Nintendo Final Fantasy games will instantly recognise this. The gamestyle is identical with the same mix of monsters, magic and frequent combat. Graphics are simple, but that's not where the appeal of the game lies. The great thing about this neat little game is the brilliant way the plot develops, and the sense of humour contained in the 'script'. It's pretty big too, with lots to do. All the new spells and monsters stops the combat becoming dull. Having three save game positions is an excellent feature. It's a bit more pricey than the average GG title — but then it's not your average GG title! A brilliant RPG for the Game Gear.

I DREAM OF GENIE

The Genie has access to tons of spells, but his magic powers are limited by his magic points. Rest restores these, but you should look to improve his powers by playing the lamp and wrapping the Silks. A pretty lamp makes a happy Genie, and he increases your strength when your wounds or shields you from attack in return. Genie learns new spells by reading wall inscriptions so keep eyes peeled for dungeon graffiti.

WHAT AN EXPERIENCE!

The way for human characters to become stronger is to fight lots of battles. For each victory a certain amount of experience points are given. With enough a character moves up a level and all his stats for speed, power and hit points are increased too.

ARE WE AN ITEM?

Shops and dungeons contain all manner of goodies: herbs to restore hit points, keys to locked doors, weapons and armour. There are also some special items like the Barbado which plays a lulling music to put your enemies to sleep.

COMMENT

I'm not so enthralled by RPGs, but I know a quality game when I see one. Defenders of Oasis may have rather simplistic graphics, but the quest itself is very deep and extremely compelling. I was first drawn to the game by the brilliant music — it's fab and adds plenty of atmosphere to the proceedings. I like the automatic game save feature as well — whilst you're playing, it's continually resaving your position, which negates the worry of having forgotten about saving the game. I found the mixture of combat and exploration entertaining. It's the best example of the genre I've seen on the Gear. Unless you're only after action games, give Defenders of Oasis a whirl.

ERS OASIS

FIGHT THE GOOD FIGHT!

Combat is a very common feature of Defenders since most wild areas are chock full of nasty monsters. As you progress further into the game they generally become nastier with extra powers. When a fight begins, your party's stats are shown at the top of the screen and the monsters appears below. The speediest...

PRINCE: The royal does a runner, and retreats from battle.

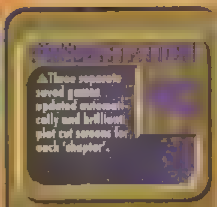
GENIE: He has a list of special spells to use.

SALEEM: His bizarre Dance of Death induces damage on the enemy.

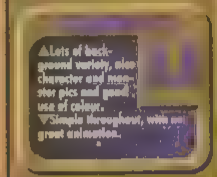
OMAR: Agmar is dead by assault from the rear (a legendary).

I'VE BEEN TO PARADISE...

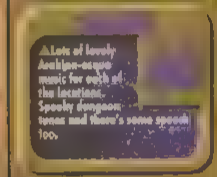
The Genie whisks you far and wide with one mutter of a magic incantation. This lets you see the variety of terrain around Shanadar. There's a hidden Temple that may only be reached by boat. Shanadar is a thriving port as is Mahamood, a tiny kingdom that has escaped the Empire so far. The country of Jk has places to rest and stock [illegible] for...



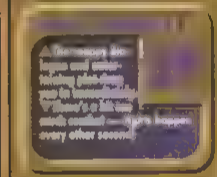
▲Three separately saved games operated automatically and brilliant plot cut scenes for each 'chapter'.



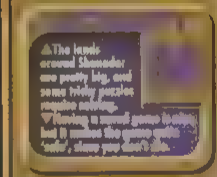
▲Lots of background variety, nice character and monster pics and good use of colour.
▼Simple throughout, with no great animation.



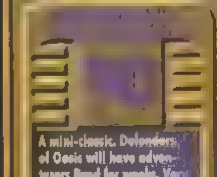
▲Lots of lovely Arabian-esque music for each of the locations. Spooky dungeon tunes and there's some speech too.



▲The memory [illegible] and [illegible] saving [illegible] ▼There's a bit too much combat — it happens every other second.



▲The levels around Shanadar are pretty big, and some tricky puzzles require solving.
▼Having a saved game is great, but it makes the game quite 'easy', since you don't die.



A mini-classic. Defenders of Oasis will have adventurers fixed for weeks. Very enthralling and entertaining. The best RPG on the Game Gear.

1 PLAYER

PRICE IMPORT

SEGA

TOXIC CRUSADERS

Life's tough after you've been turned from a skinny gimp into a genetically deformed super-strong mutant. Just what do you do? Run away from everyone in case you scare them or dedicate your new-found powers into saving the world from environmental doom? As Toxie, the Toxic Crusader, you've opted for the latter, no matter how grotesque and Hideous-esque you may have become.

And a good thing too because gangs of Radiation Rangers have been sent to Earth in order to wipe out Toxie and his Crusader chums.

Your objective, their evil masters, the Smogulons, intend to colonise Earth as their own, killing every human on the face of the planet! Arghhh!

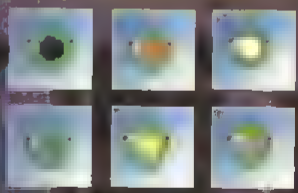
Your task is to run along, beating the hell out of any Radiation Rangers and Smogulons who dare to cross your path. Make use of radioactive power-ups to boost your performance and kick some evil ass!

TOXIE'S PALS

The Toxic Crusaders are made up of Toxie, Radioactive Man, Headbanger and Junkyard. Each of them has their own special characteristics which you can choose on the options screen. The difference between each of the Crusaders is quite subtle, but completing the game with all the characters does add a super-so-slight increase to the lastability, which can't be bad.

Toxie uses new pl... fresh flesh...

POISONOUS POWER-UPS



Beat up or blast the enemies and they leave behind special power-ups for Toxie or one of his pals to collect. Each has a different effect, for example, black power-ups endow you with extra lives. Red power-ups improve your weaponry. Your hand-to-hand attacks are boosted by green beaming blobs. Shiny A... in handy for zooming around, and these are collected by getting blue power blobs. Good eh?

Run along, collect power-ups, beat up Radiation Rangers and evil Smogulons! Make the most of your three lives!

REVIEW

HANDY VEHICLES

COMMENT

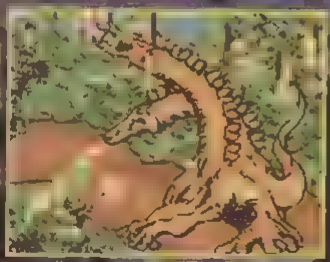
RICH

When I first saw this I thought it was cack. The graphics are range from quite good to sad mockeries, and the sound is similarly average — doh! However, in the gameplay department, Toxic Crusaders is quite good. There is a healthy range of decent power-up weaponry available for each of the three characters and I especially liked the idea of being able to commandeer some of the enemy vehicles Ikari Warriors-style. But Toxic Crusaders is ruined by the fact that in easy mode, it's very easy indeed. On my first go, when I was supposed to be working out attack strategies and getting used to the controls, I was actually smacking the hell out of the enemies with very little effort. My advice is ignore the EASY setting or else. It's quite similar to Captain America and the Avengers, also reviewed this month, but out of the two, I think that Captain America is probably the better of the two. However, for the ultimate in combat games, save an extra fiver and get Streets of Rage II.

REVIEW

ATTACK! ATTACK! ATTACK!

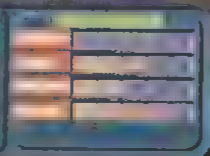
[illegible] impressive [illegible] a map comes to the rescuing enemies around [illegible] and [illegible] all bursts of energy to [illegible] impressive mass [illegible] Nozone [illegible] sinister [illegible] reveals it with his fists!



Mind the mutant reptile, Marion.

KILLING THE BOSS

(At the end of each level, there's [illegible] guns [illegible] blood!) a[illegible] in of the [illegible] the twisted Czar Zaster (eek!).



CANNON

The first thing that hit me when I first started playing is the sheer speed of the gameplay — fast or what! Like Rich, on first glance I thought this game was pretty naff but after a few minutes I soon got into it and the only average graphics and sound didn't seem to matter that much. It's really good fun and there are heaps of neat power-ups to grab, baddies to splatter and enemy vehicles to ruthlessly hi-jack. There's a fair amount of difference too between the techniques of the various super-heroes which makes for more a more varied bash. Of course, licking up gallons of stinking toxic waste to make for a clean and safer world might not be your cup of tea but wouldn't it be great if the culprits for Earth's pollution were forced to do the same thing? I thought this was much better than Richard's suggested alternative, Captain America, although it IS too simple to pile through on EASY setting. Overall though, not one to be sniffed at

PRESENTATION

78

[illegible]

[illegible]

69

[illegible]

[illegible]

65

[illegible]

[illegible]

75

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OVERALL

70

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PREVIEW

1 PLAYERS

OPTIONS

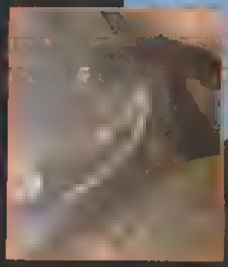
CONTROL: JOY PAD
CONTINUES: 3
RESPONSIVESS: SHARP
GAME DIFFICULTY: HARD

ALIE

...sole survivor of the space craft, Sulaco, ...stories, her tales of stomach-bursting, ...like the ramblings of a mad woman.

...ring and distinctly disagreeing the ...prison warden — the colonists agree the ...responsibility to save these inmates from ...certain death, if not a gut wrenching ...stomach ache at the very least.

▲ Give your gr... a ...

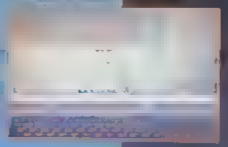


Though there is a distinct lack of destructive hardware in evidence in the film, Alien 3 the game gives Ripley the chance to let rip with a selection of four weapons ... just the one ... whereas ...

THE BITS

As if there isn't enough on Ripley's back already there is also a time limit that dictates the speed with which she rescues all the captives in each level. Collect them all to stop the Aliens breeding.

▲ ...and eh?



COMMENT

This Game Gear version has just about every feature of the 16-bit original. The scrolling is mega-smooth and the sprites and backdrops are very atmospheric. There are a few faults that did annoy me — sometimes those Aliens move just too fast, but otherwise I was very impressed with The ultimate platform/shoot 'em up for the Game Gear.

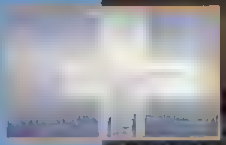
swarming with the scum

HAND GRENADE. An ideal weapon for clearing the way ahead. The John the Baptist of artillery so to speak. Guaranteed to raise a few eyebrows not to mention the odd arm.

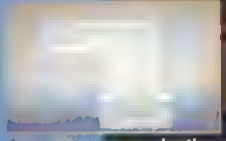
MACHINE GUN. Ripley's standard weapon and possibly the most reliable. Aliens require many hits from the machine gun to finish them off but there are usually extra supplies of bullets left lying around to stock up on.

FLAME THROWER: As formidable as it is impressive. Incinerate the Alien scum to dust with a single squirt. Watch those dirty pipes as fires explode and laugh long and hard.

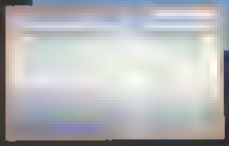
In order to succeed in her bid to rescue Newt and rid the planet of Aliens Ripley must become adept at [illegible] testing type activities. The perilous journey is littered by a network of [illegible] vents and other such dangers. Ripley never knows what to expect when she ventures [illegible]. Unfortunately, [illegible] in the later levels these perilous [illegible] are often the only means to the successful rescue of all the colonists.

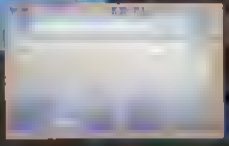


▲ Watch out for [illegible]!



▲ [illegible] corners hurt!





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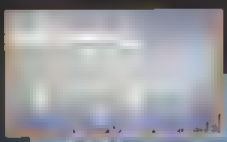
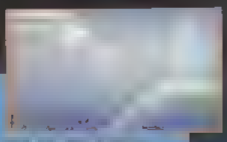
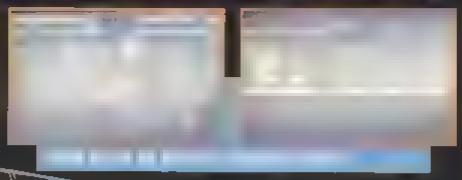


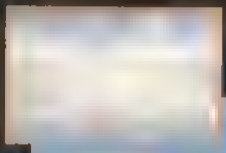


▲ [illegible]

REVIEW

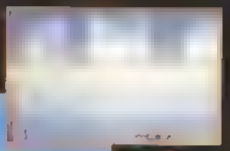
ALIEN 3

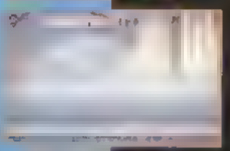


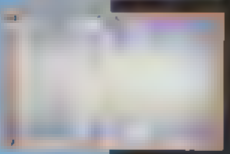


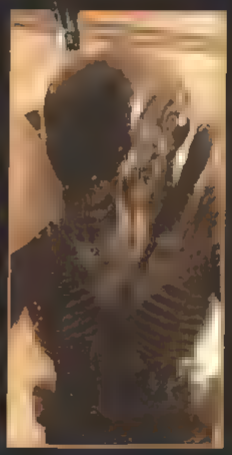
SCANNER

When confronted by the sprawling labyrinth of corridors and passageways awash with suspect drops and not so lucky adders any rescue attempt seems close to the impossible. This is why the resourceful Ripley comes with her a portable radar screen. The locations of the prisoners show up on this screen but this doesn't make the task any easier. Ripley is still required to find the quickest, safest route to their freedom.

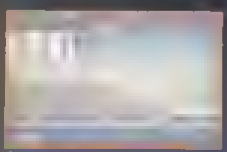








▲ Did you here something?



▲ Ooh! There it was again!

COMMENT

It's astonishing how close this version of the Megadrive hit is to the original. The gameplay is almost identical, the differences are so slight they are hardly worth mentioning, and the action remains exactly the same. Its success lies in the way that a player often falls just short of the mark but never feels cheated. Realising mistakes is far more rewarding than the usual pattern, following antics of lesser shoot-em-ups. Ripley doesn't move as well as in the 16-bit version but this minor niggle

Each of the Aliens are portrayed magnificently. Another feature in its favour is the necessity to work Ripley's strategy out in advance because it's impossible for her to succeed without due care and attention. If you're looking for a long-lasting, high class challenge with lots of adrenalin-pumping action reach for this

▲ As unexpectedly, the screen will jump in your face before almost anyone expects. Especially you.
But as previously mentioned, some of the location photography is...

▲ Ripley's character is nicely animated but more impressive still are the Aliens that scuttle about as non-chalantly as is quite possible. Beware!
▼ The backgrounds are...

▲ The music is very classy indeed.
▼ But the sound effects for the odd Alien is a bit weak. Jukebox gun sounds just...

▲ Testing gameplay that keeps on ever minute.
▼ Ripley's character may prove to be a very frustrating experience at very difficult.

▲ The maximum size of the game cartridge with the high level of challenge guaranteed, makes for value for money. Why is also a game that deserves a long time after completion.

A thinking person's platform, seek and destroy, test of the highest quality.

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1 PLAYER

PRICE IMPORT

BY MINDSCAPE

It promising. Nuclear devastation has almost destroyed the Earth, polluting the atmosphere and the soil. Millions of lives were lost, but somehow the human race has escaped. Unfortunately, global ... currently baking the earth and water is in short supply.

However, one man, Dr Beaumont, has managed to create a water replicator which may just save the world and ensure a bountiful future. However, he has been kidnapped by a madman who wants sole control of the Earth's only reliable source of water.

One man has been chosen to save Dr Beaumont. One man who knows the barren wastelands like the back of his hand. One man who is our hero. That man is you.

Drive along the road network blowing up evil-doers out to stop you in your task. Scavenge around for extra supplies and collect them to survive. You need them to make your way through 28 different towns.

Just remember, the fate of the Earth rests on your shoulders...

PULL OVER! PULL OVER!

REVIEW

SHOOTING OFF IN FRONT

GET YOUR MAPS OUT

Pressing START brings up a map of the Wastelands and lets you see your position relative to other riders. Use it wisely!

COMMENT

RICH

Initially, I was very disappointed with Outlander. It looked like a poor version of Road Rash, with less variety in the scenery. However, I took the game home, played it for a couple of hours and now I'm converted! The game is literally action-packed. There are loads of explosions per minute as you blast bikers off the road, blow up helicopters with guided missiles and barge cars off the road. I love the way you can suddenly brake, causing bikers behind you to sprawl all over the hood! However, Outlander has its faults. For one, there isn't really that much variety between the levels. All that changes is the amount of meanies. I'd have liked to have seen more variety in the actual backdrops. As it is, I really enjoyed playing this and I'm sure action fans will get a kick out of this.

REVIEW

COMMENT

The main thing this game lacks is variety. At first, it all looks fairly impressive but when you've done the same 'driving around and blasting things' for upteen levels, the novelty soon wears off. Initially the from-the-car view looks fairly impressive as you blast all and sundry to smithereens, but then you realise this actually means that you don't ever see yourself crash — until it's Game Over — which kills the excitement somewhat. The walkabout bits are frankly appalling with stiff and badly animated sprites and boring means of wasting the bad guys. Having said all that, the game's not all bad — there's a fair amount of action and it's pretty good fun. But if it's racing action games your after, I'd go for Road Rash II every time.

SHOOTING SIDEWAYS

PRESENTATION 77

▲ There's a password feature and some great intro...
▼But other than that not a lot, we're afraid.

GRAPHICS 74

▲ The 3D is a real pain, but it works relatively well with still enough speed left...
▼...

SOUND 83

▲ There's some very atmospheric tunes in the game, which help create a great overall atmosphere.
▼ But some other elements sound a bit flattened — the effects in particular.

PLAYABILITY 80

▲ The action in the game is fast and extremely furious and although the game has a few problems, it's super good overall.

LASTABILITY 75

▲ There are 20 different levels in the game, which does sound like quite a lot...
▼But there isn't really much variety between each of these 20 levels, which limits lastability.

OVERALL 78

This game is very fast and packed with action, along with some decent locations. Road racers with a taste for violence should definitely check this out.

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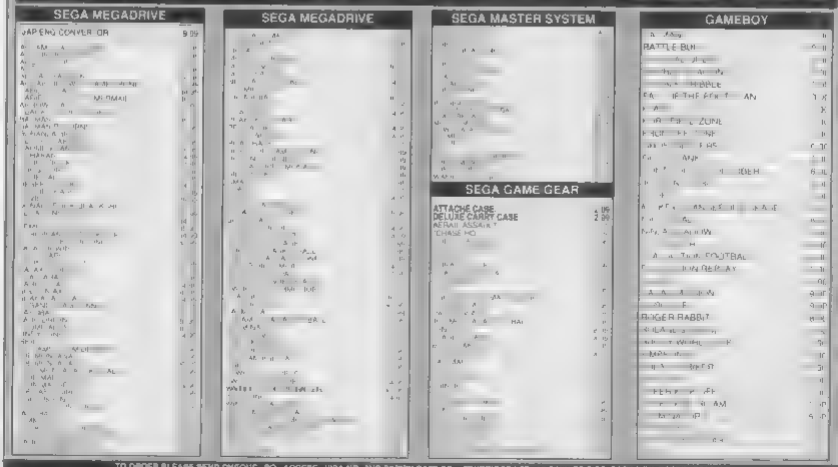

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LOOKBACK

Join us as we turn the clock [illegible] Mickey Mouse was THE state-of-the-art in Megadrive platform gaming. Jaz and Rich check out what was reviewed in MEAN MACHINES issue five and see how well those games would do by today's standards.

CASTLE OF ILLUSION STARRING MICKEY MOUSE

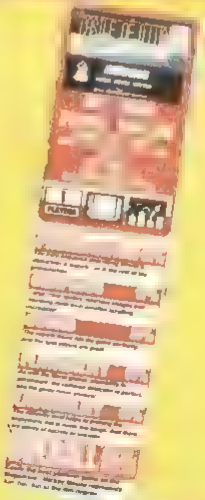
MACHINE MEGADRIVE
BY SEGA

The first Disney game stunned us all when we first got hold of it. Mickey Mouse had it all: great graphics, superlative sounds and gripping game play.

WHAT WE SAID THEN

JAZ: It's a stunning game and has an addiction that has you eating your meals while you play and giving up hours of sleep on consecutive nights.

MATT: The backdrops are phenomenal with the best parallax scrolling yet seen on the Megadrive. The sprites are gorgeous too. Mickey himself is the best with a range of facial expressions and poses that put other cute characters to shame.



WHAT WE SAY NOW

JAZ: This was the first truly brilliant Megadrive platform game and boasted amazing graphics for its time. Although there are loads of newer, slicker platform games around, Mickey Mouse is still a great game and would only just miss out on a Megagame award if it was reviewed today.

RICH: Mickey Mouse is still an excellent cart but platform games have developed a lot since then and this doesn't compare favourably with the likes of Sonic II and World of Illusion. It's also too easy as well – deduct 10% from each mark and I'd be happier.

SPEEDBALL

MACHINE: MASTER SYSTEM
BY. IMAGEWORKS

Score goals and beat people up in this violent future sport Jaz thought that the game was way too easy when it was reviewed Imageworks promptly revamped the game making for a much more challenging game

WHAT WE SAID THEN

JAZ: As a simultaneous two-player game, it's superb, combining fast and furious (and pretty violent) gameplay with excellent graphics
MATT: Speedball is one of those games that adds another dimension to console software, it's relatively original, exciting to play, and it has a sense of humour

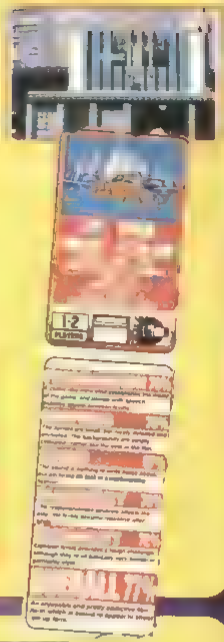
WHAT WE SAY NOW

JAZ: The two-player element is still fun, but 70% would be what it'd get today - Speedball II is miles better
RICH: Well, this is okay I suppose, but why buy this when the superior Speedball II is available As it is, I'd probably deduct two or three percent from each of these marks

ESWAT

MACHINE MEGADRIVE
BY SEG

Wander around the eight-way scrolling cityscapes, dishing out murderous mayhem to a whole host of punks and their crime bosses



WHAT WE SAID THEN

JAZ: After the disappointing Master System version of ESWAT, it's nice to see that the Megadrive game is a whole lot more playable, with classy audio-visuals to match
MATT: With its large number of moves and varied foes, ESWAT resurrects an old formula and attempts to bring it to the 16-bit format, and it that respect it's successful

WHAT WE SAY NOW

JAZ: It's getting on a bit now, but ESWAT still provides decent and challenging blasting action I'd only knock off a couple of percent these days
RICH: I still like this game, and unlike a lot of games of its type, it is very tough to master However, it has aged slightly, with the overall look of the game looking pretty dated I'd knock the marks down about 5% if I was reviewing this today

DICK TRACY

MACHINE MASTER SYSTEM
BY SEGA

Guide Dick as he shoots off on the scrolling streets, wasting gangsters and their twisted bosses

WHAT WE SAID THEN

JAZ: There's plenty to please shoot 'em up fans and the graphics are very similar to the four-colour film If you're after a good blast, check this out
MATT: This isn't an atrocious game, but simply one that lacks the "oomph" to make it something special

WHAT WE SAY NOW

JAZ: To be honest, the standard of Master System shooting games hasn t improved in the last two years, so I'd give it the same rating
RICH: I d keep the marks as they are Although the game has its faults, it's still a good laugh with fast 'n' furious shoot 'em up action. Shoot 'em up fans should get hold of this

CRACKDOWN

MACHINE MEGADRIVE
BY SEGA

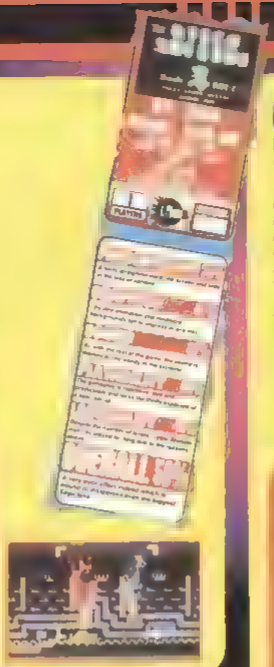
Guide Ben Breaker (and his pal, Andy Attacker, in two-player mode) as they run around the scrolling buildings planting bombs, shooting evil men or beating them up viciously

WHAT WE SAID THEN

JAZ: I enjoyed playing this great arcade conversion it features a tense and exciting atmosphere as you sneak around planting bombs and avoiding baddies
MATT: Crackdown was a fun coin-op to play, and the Megadrive version retains almost all of the arcade's playability, but with slightly smaller graphics - hardly surprising considering the size of the coin-op's screen!

WHAT WE SAY NOW

JAZ: I've gone off the arcade game now, and the slowdown in two-player mode is really irritating, especially as this was designed to be a head-to-head game 15% off all the ratings
RICH: Although this game is still mildly entertaining I found the pace very slow (and the slowdown in two-player mode is excruciating) I'd take the marks down around 10% Crackdown is okay, but nothing special at all



CYBER SHINOBI

MACHINE MASTER SYSTEM
BY SEGA

Cyber Shinobi's a lot like the other Shinobi games for the Sega series of consoles, except that the scrolling is naff and blocky and the graphics are crappy The MEAN MACHINES lads didn't like this one much when they reviewed it

WHAT WE SAID THEN

JAZ: Cyber Shinobi features some rubbish graphics, with gaudy and badly defined backdrops, jerky scrolling and very poor sprites
MATT: As for the music well, let's just say that Mozart's got nothing to worry about

WHAT WE SAY NOW

JAZ: It must have been charity to Master System beat 'em ups month! Cyber Shinobi is absolute cack - there should be a T between the I and the N - and deserves 25% off all the marks.
RICH: Urghhh! Two years on and I had almost forgot the sadness that was Cyber Shinobi Now I have been brutally reminded Cyber Shinobi's rubbish Everything about it is awful I'd deduct 20% from each mark, including the overall percentage.

SWORD OF SODAN

MACHINE MEGADRIVE
BY: ELECTRONIC ARTS

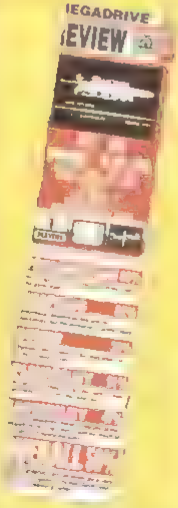
Choose to be either male or female, then infiltrate the evil Zoros' lair, chopping up his pals on the way to the final confrontation with the lord of evil!

WHAT WE SAID THEN

JAZ: At first it looks pretty tasty with impressive opening screens, large sprites, colourful backdrops and great sound However, good a though they might be, they simply don't paper over the gaping cracks in Sword of Sodan's gameplay
MATT: The graphics are superb and the sound isn't bad, but the gameplay is sadly lacking in any sort of variety whatsoever

WHAT WE SAY NOW

JAZ: Sword of Sodan is a load of old toshl. Presentation, graphics and sound down by 10% 15% off playability, lastability and overall
RICH: The gameplay is just too repetitive As far as marks go, this would probably just scrape around 50% if it was reviewed



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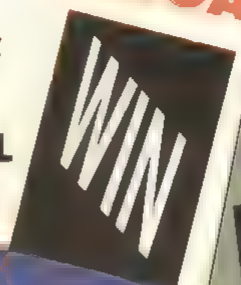

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PREVIEW

MUTANT FOOTBAL

Take a generous dollop of John Madden type footie strategy, add a handful of repulsive video-nasty players, a heap of booby-trapped playing fields and corrupt refs and mix it all up with a bit of EA ingenuity for the bloodiest football game around — Mutant League football.

Originally called Mud And Guts Football (an extraordinarily appropriate title) Mutant League Football on the Megadrive makes maiming and killing other players an every day event. It's wild, weird and ultra-gory.

The hardest, baddest mutants in the galaxy — trolls, aliens, skeletons, robots and super-humans — slug it out for the sweet taste of victory.

Although the game looks like a no-holds-barred blood bath, it actually features real football strategy like in John Madden Football requiring a lot of skill. The unique added extras include booby-trapped playing fields, land mines, thin ice, potholes and bribed officials to name but a few.

Devastating hits, all-out brawls and wicked obstacles result in your team being maimed or blown apart in sickeningly blood-rending scenes so keep an eye on their blood-level otherwise you may end up playing short-handed when players are 'lost' (roughly interpreted as being kicked witless by the opposition).

In one or two simultaneous play, choose from 16 delightfully named teams such as the Deathskin Razors, Midway Monsters and Ice Bay Bashers and three all-star teams, each with a different mix of players.

There are 19 different stadiums, all with different obstacles and the stats can be accessed any time during the game as well as at the end of the half and the game. Just don't upset your manager because not content with tearing his hair out at your incompetence, this guy takes it one step further and rips his face off!

From what we've seen so far, this game is going to be HOT! The graphics are large and detailed and there's a host of imaginative ways of literally killing off the opposition.

Some of the wild plays include Hail Scary and Death Bore and then there's the QB Blast — the QB obs dynamite sticks. The only thing there doesn't seem to be an awful lot of are rules which is no bad thing. Of course if all else fails you can always bribe the ref and if that doesn't work — no problem — just KILL HIM!

Mutant League Football is supposedly hitting the shelves in March but we'll be bringing you the full review in MEAN MACHINES SEGA ages before that, because we're skill. Don't miss it!

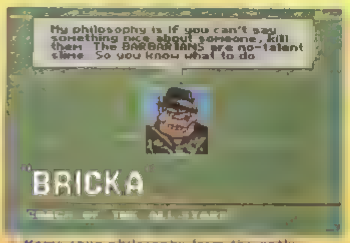
▲ *A guy could get a nasty chafe on that pitch. Sock the groundsman somebody!*

▲ *Highland sword dancing — Mutant League style!*

PREVIEW

LEAGUE

Heads just don't clash, they roll in this game...


My philosophy is if you can't say something nice about someone, kill them. The BARBARIANS are no-talent slime. So you know what to do
BRICKA

Home spun philosophy from the aptly named Bricka.

It's him again... And he's brought his stats.

▲ The mad boggies.

BY:SA	PRICE: TBA
1-2 PLAYERS	RELEASE: MARCH

PREVIEW

Okay so it's a groan inducing title but Bubsy the Bobcat is the coolest cat in the universe and he's coming soon to a Megadrive near you courtesy of Battistic

In a monstrous 16 meg platform jaunt Bubsy's life or death mission is to save the world's supply of yarnballs from a fate worse than death

The Earth has been invaded by the terrifying Woolies who hail from the planet Rayon and are intent on sucking our world dry of yarnballs to feed the insatiable high fibre plasma engines which power the revolution

The Twin Queens of Rayon Polly and Esther (who are probably much tougher than they sound) have sent down the dreaded yarn plated saucers of Silk to do the dastardly deed

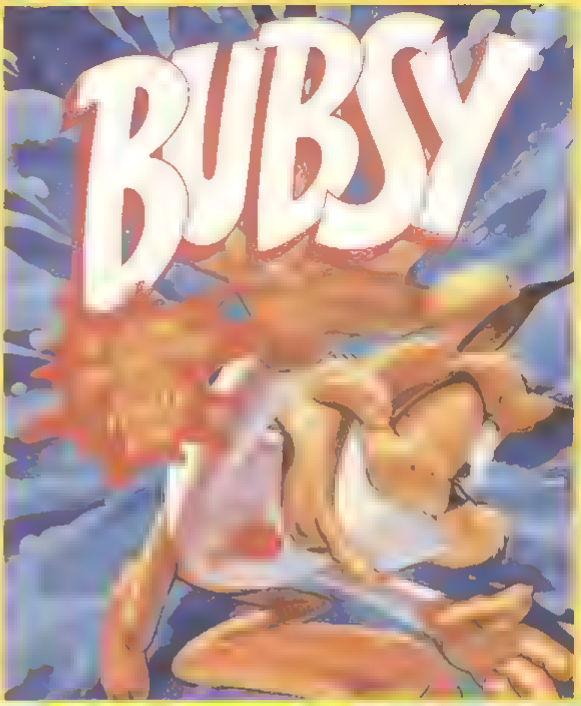
There's five worlds to conquer each containing three chapters and end bosses plenty of room to swing a cat there then

Thanks to over 40 animations in his repertoire Bubsy's an expressive kind of cat and his exhibitionist nature is shown to the hilt as he waddles through wild water slides thinking how much cats hate water gives you a pretty good idea of what sort of face he pulls

Help the king of cats avoid falling rocks, eggs rolling manhole covers cheesewheels and projectile gumballs as well as ferret out secret rooms levels and bonuses

He climbs mountains trees and houses, takes to the wheel of wacky cars and cat hand as enemies in a fury of fur and blood in no claws barred catfights To top it all Bubsy will be one of the first animated video game characters to actually speak

Catch the full review in a future issue of MEAN MACHINES SEGA



TEENAGE MUTANT NINJA TURTLES

It's up to you, by yourself or with a mate, to jump

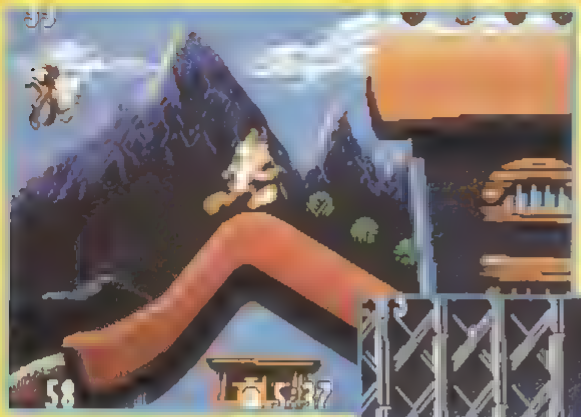
PREVIEW

BY: BALLISTIC

PRICE £39.99

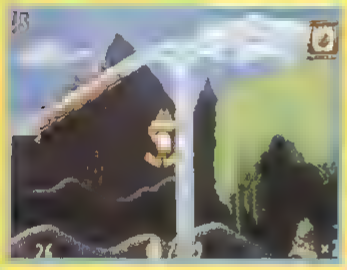
1 PLAYERS

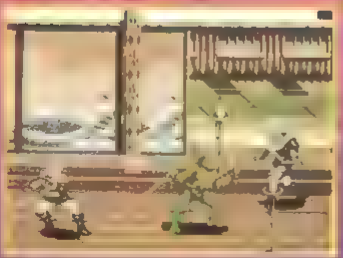
RELEASE APRIL

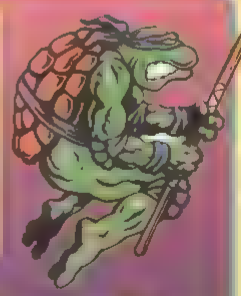


Aid the boy Bubsy in his quest and save sweaters of the world!

▼ Bubsy and Alien scum slug it out as a small bunch of Woolie onlookers cheer their lad on. Come on Bubsy, knock 'im!







achieve your goal.

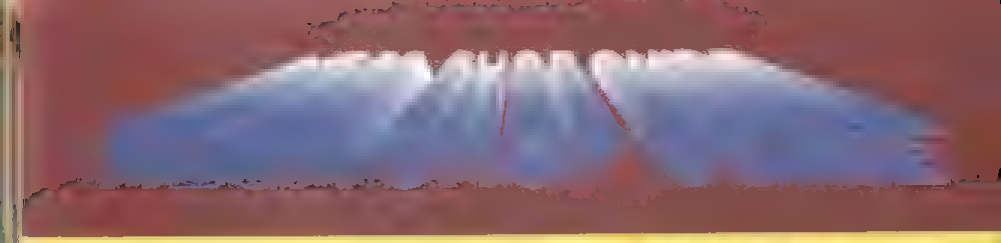
As you can see from the screenshots dotted on

BY: KONAMI

PRICE £39.99

1-2 PLAYERS

RELEASE APRIL



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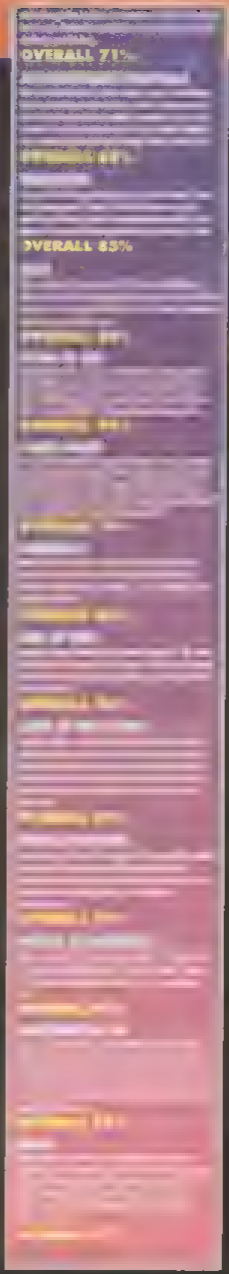
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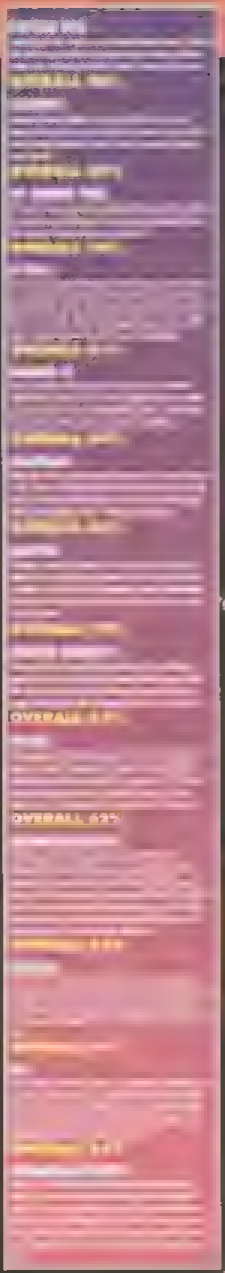

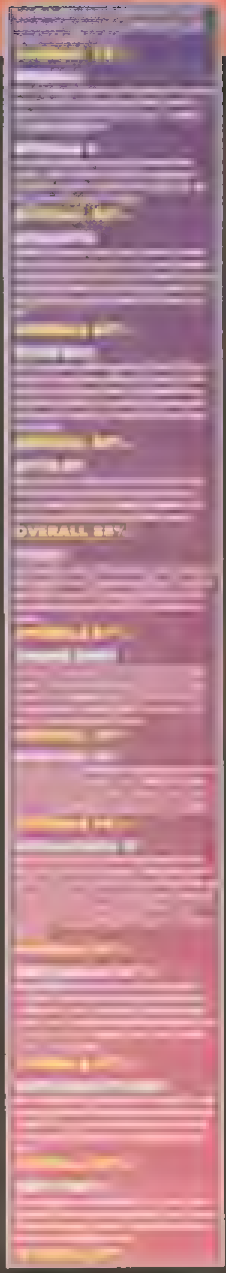

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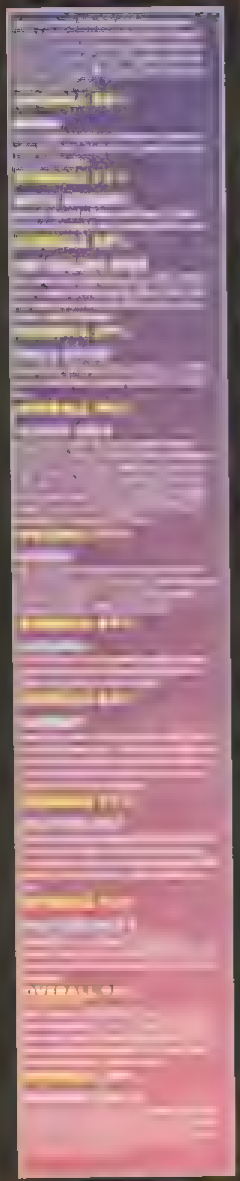

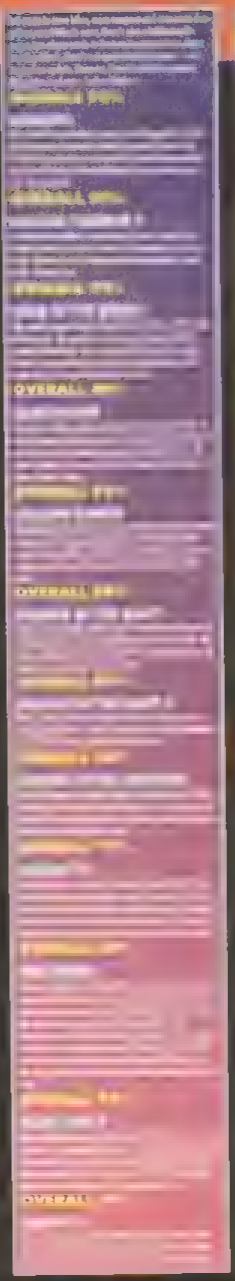

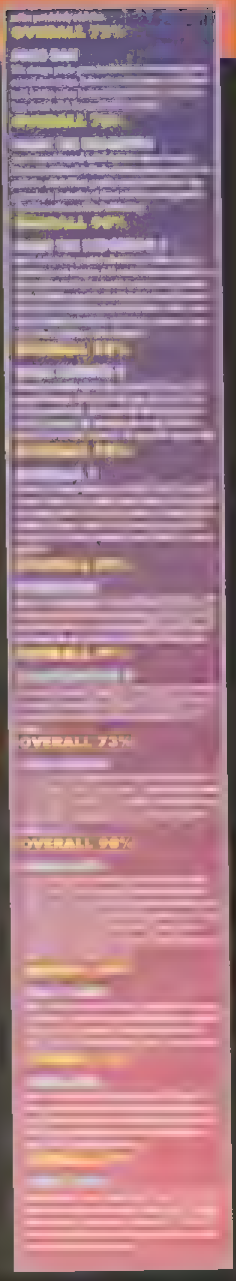

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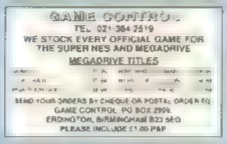
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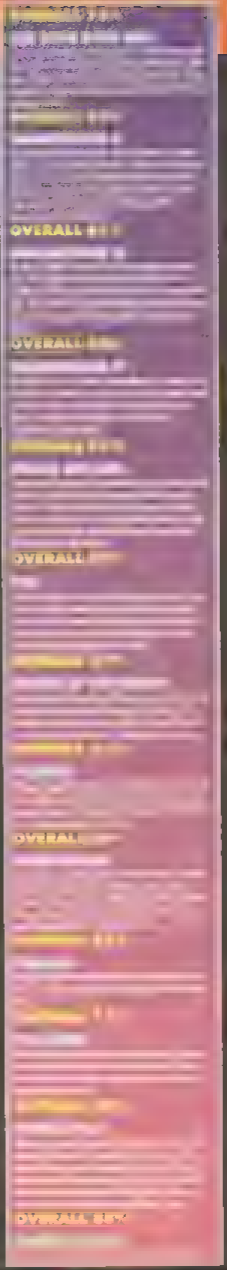
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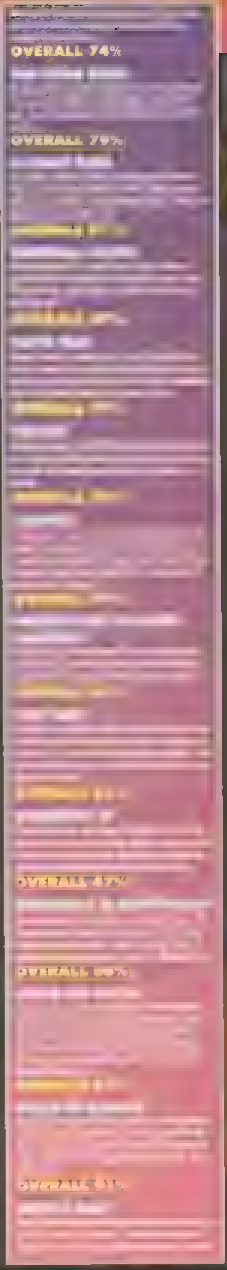
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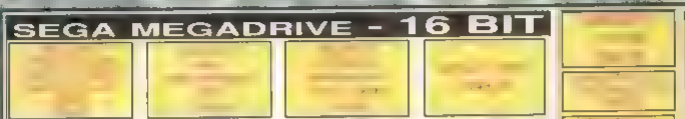

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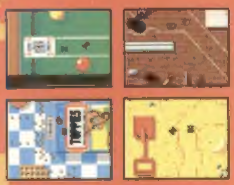

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